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Mega map issue—Blast Corps, Turok, and Doom!



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BLAST

CORPS™

In some games, you put up buildings, but in Blast Corps, you knock them down! Power gives you the wheres, whys and hows of blowing up, tearing down and otherwise demolishing whole cities in order to save the world from nuclear annihilation.



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Doom 64

Strap on your chainsaw and get ready for mayhem, overlord! We're loaded for bear with full maps and in-depth strategies for the first 10 stages of the best Doom of all.

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Turok: Complete Maps

This month, we have exclusive, complete maps plus all the tips and tricks you'll need to keep from becoming dinosaur chow. A dinosaur is bad enough, but a dinosaur with lasers? Get out!

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Clay Fighter 63 1/2 Preview!

Power editors dive into the match at Interplay and fish out the juicy, juicy interview with producer Jeremy Aron. Find out what all the hanger is about!

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PLAYER'S PULSE

It's springtime, and you know what that means—time to celebrate the season with generous servings of dull meat and cheese! What's your favorite chow? Could it be goats, by chance? If it is, tell us about your favorite goath gaming experience. **Prize!**



Super Mario Kart • 2-Disk, 3-Disk, 3-Disk

Boxers or Briels?

I've played Nintendo for as long as it's been in America, and we're now blessed with the N64, bringing us Mario with virtually flawless control. Yet under a pile of dust, we see the old NES. It is my favorite system. Don't get me wrong—Super Mario 64 has endless possibilities and Super NES's Final Fantasy III has the most intriguing story of any game I have ever known, but nothing can compare to the creativity of the NES. NES designers didn't have the 3-D play control or CD sound, so they needed a plot so thick that players couldn't escape. My advice to all of you is this: dust off your old system and relive your childhood. For the price of an N64 game

you could buy an NES with one controller and at least two games.

Jeff Gustafson
Via the Internet

That's a very good idea! Did you also know that for the price of a real Lamborghini you could buy about 600 copies of Lamborghini 64? You'd save big bucks on gas and parking, too! No, really! Do the math! Oh, by the way, did we mention the planes, "April Fool?"

Get These Spiders off of Me!

I'm a long-time reader of your magazine, but this is my first time writing you. I know many readers have asked this already, but I'll ask it anyway: Why are I not in Super Mario 64! My brother, whom I'll refer to as "Mario," told me to meet him at the castle, and when I got there, he was nowhere in sight. I'm sick of him hogging the spotlight. We're supposed to be a team, not unlike the Wright Brothers, the Marx Brothers, or Emilio Estevez and Charlie Sheen. So why does Mario get all the glory? Oh sure, I'm in Mario Kart 64, but all the characters got their mugs to that game! Should a confront "Mario?"

"Luigi" (not my real name)
Via Inter-office Mail

We are quite sorry for your unfortunate familial abuse, but good manners dictate a brotherly confrontation to be



Luigi Dancing • Concrete Springs, Colorado

a bad hash. Skating rivalry calls for ticc, Mr. Luigi-Nor-My Real-Name, so lightly dance about this matter with the go-samer steps of a ballerina. We prescribe you, gentle reader, to have a civilized discussion with "Mario," saving any exhibition or anger for the Mario Kart race track. As the young ones are inclined to say, "Put the pedal onto the metal, allowing oneself to graze the roadways with burning rubber."

Don't Cry for Me, Argentina

I'm involved in this killer instinct fighting competition, and I'm pretty good, but my competitors always make fun of my physique. Is the locker room their heckle, "Hey, screwy!" or "Hey, bony!" or "Hey, screwy-bony!" Sometimes they say, "Hey, skeleton boy! Why don't you go back to modeling for second period biology lab!" Anyway my question is, if I'm invited to a dinner party, how long do I have to RSVP?

Spinal

Via the Skeletonpost
R.S.V.P. A.S.A.P., O.K.? And as far as your physique goes,



Clara Paul • Fort Worth, Texas

you might want to look into getting muscle implants like our writing staff has gotten. This way, we appear to be in shape, when in reality we're actually undermouthing, out-of-shape, weeklings who... don't need exercise... growing weak... getting tired... must stay awake... need help... can't find legs... why we talk like cowboys?

You Get Your Chocolate in My Peanut Butter

What is with the continual printing of the letters that say things such as, "I don't like this so stop covering it," or "Why do you spend so much time hyping the Nintendo 64?" I personally don't care for the Super NES that much, but I would be upset if you



Andrei Givca • Fayetteville, Tennessee



stopped printing maps and codes for it, because friends of mine own the system. My point is that I don't feel those complaints are legitimate grievances, and I think you should stop printing letters like that. Letters with "put more...in" or "Where did the comics go?" seem fine to me, but it really burns me up when someone says, "I don't have/frie the system so stop printing stuff about it." Your magazine is just fine, but *Player's Pulse* is just getting too darn negative.

Shawn Fogarty
Via America Online

You're right, David Hasselhoff is a big intentional superstar. But changing the name of the *N64* to the *Hasselhoff 64*? Actually it does have a nice ring to it. If only all these answers weren't April Fools' jokes.

Don't Touch My Bikini

As much as I love Easter, I feel the tradition of hiding Easter eggs must end. Not only are hard-boiled eggs high in cholesterol, but they also tend to stink up your backyard if you don't find them. So parents, why not buy your kids new Nintendo Game Paks and hide them around your yard instead? No cholesterol, they don't stink, and they're just as yummy on salads, too. Well, okay, two out of three ain't bad.

The Easter Bunny
Easter Island

Two out of three ain't bad!!! For your information, our Game Paks will NOT stink up your backyard! CM, and

please write back with your Nintendo salad recipe. I know a *Bikini* sandwich dressing really makes a piece of plastic quite tasty.

Jazzercise Class Has Been Rescheduled for Tuesday

It is quite apparent what an active and important role marketing plays in the video game industry. I have to wonder what you are thinking when marketing the *N64* to elementary school games. You risk alienating gamers 15 and up. You should target older gamers, because you'll also target younger ones, since the youngest audience's perception of "coolness" often depends on what the older, teenage audience thinks is cool.

Austin Hunt
Mandeville, LA

Your suggestion inspired us to target more teens with our marketing, so tune in to a very special episode of "Friends" this week to see Rachel and Ross settle their lover's spat with a couple of rounds of Mortal Kombat. Meanwhile, dim-witted Joey forgets how to be his

shoes and is sent to the hospital after mistaking his *N64* for a breakfast burrito.

Sassy Boy of the Month

I have been a subscriber for over two and a half years now, and I really enjoy your magazine. As soon as it arrives, I always flip to *Player's Pulse* so I can look at the cool envelope art. You must have many to choose from! How many do you receive each month? What do you look for when choosing them for publication?

Kristy LaPorte
Oshkosh, Canada

We're no accountants, but we guess we receive anywhere from about twelve letters to 28 hundred-thousand (give or take a letter or two). As far as selecting envelope art, we judge them based on pose, personality, impromptu speaking, community service, and of course, the whimsical amateur competition.



Abigail Awilo • Joliet, South Carolina



Tyler Kinzie • Binghamton, California

NINTENDO POWER

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POWER CHARTS

What a race! After half a year on top of the N64 Power Charts, Super Mario has finally been overtaken by...well, none other than Mario. No, not Mario Andretti, but another demon on wheels—Mario and his racing pals from Mario Kart 64. Can they keep their speed, or will they run out of gas? It's up to you, so keep on cartin'!

NINTENDO 64 TOP 10



It was a close race, but Mario Kart 64 zoomed by Super Mario 64 to take the pole position on top of the Power Charts. Meanwhile, Don Paddle is spinning his wheels in third place.



RANK	GAME	COMPANY	1999	2000
1	MARIO KART 64	NINTENDO	3	4
2	SUPER MARIO 64	NINTENDO	1	7
3	STAR WARS: SHADOWS OF THE EMPIRE	NINTENDO	2	7
4	STAR WARS: MACE WindU	NINTENDO	4	7
5	CROSSIN' USA	NINTENDO	5	4
6	KILLER INSTINCT GOLD	NINTENDO	6	5
7	WAYNE GRETZKY'S 3-D HOCKEY	MIDWAY	8	7
8	TUROK: DINO SAUR HUNTER	ACCLAIM	10	7
9	PILOTTWINGS 64	NINTENDO	7	7
10	MORTAL KOMBAT TRILOGY	MIDWAY	9	3

SUPER NES TOP 10



Kong is King! The Donkey Kong trilogy continues to dominate the Super NES Power Charts! Mario Kart is dragging along, though, riding the tail behind by the chart-topping Mario Kart 64.



1	DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE	NINTENDO	1	6
2	THE LEGEND OF ZELDA: A LINK TO THE PAST	NINTENDO	2	62
3	SUPER MARIO RPG	NINTENDO	3	22
4	SUPER MARIO KART	NINTENDO	7	48
5	FINAL FANTASY IV	SQUARE	8	28
6	OVERDRIVE TRIANGLE SQUARE	NINTENDO	6	21
7	DONKEY KONG COUNTRY 2: DONKEY KONG QUEST	NINTENDO	5	28
8	TETRIS ATTACK	NINTENDO	4	9
9	SUPER METROID	NINTENDO	—	36
10	DONKEY KONG COUNTRY	NINTENDO	9	30

GAME BOY TOP 5



After falling off the Power Charts last month, Metroid II Returns of Samus returned with a strong third place showing. It's no match for Link, however, who's making a legendary stay in the Game Boy top 5.



1	THE LEGEND OF ZELDA: LINK'S AWAKENING	NINTENDO	1	48
2	DONKEY KONG LAND 2	NINTENDO	3	8
3	METROID II: RETURN OF SAMUS	NINTENDO	—	64
4	TETRIS	NINTENDO	5	53
5	DONKEY KONG LAND	NINTENDO	2	27

1. 64 CD (N64)
2. MARIO KART 64 (N64)
3. LEGEND OF ZELDA 64 (N64)
4. NINTENDO 64
5. X-BAND MODERN (SUPER NES)
6. SUPER MARIO 64 (N64)

7. GAME BOY POCKET
8. STAR WARS: SHADOWS OF THE EMPIRE (N64)
9. YOSHI'S ISLAND 64 (N64)
10. DRAGON QUEST VI (SUPER FABRICON)

MOST WANTED

BLAST

CORPS

After months of testing and tweaking, Blast Corps is being unveiled on the gaming public. The extra development time, paid off in improved control and a more balanced learning curve. Reviews of earlier versions of the game called it "interesting" and "unique," but some critics wondered if the final game would be fun. We can finally answer that question with a hearty, "Yes!"

EXPLOSIVE FUN & GAMES



Mix one part action game with one part puzzle, toss in a dash of simulation and bake in a development lab for a year or two. Serve it all up on a bed of crisp, 3-D graphics and you might come close to the recipe for Blast Corps. While we still can't slot Blast Corps into any one game category, we can say that it has finally struck a fine balance between challenge and playability, alternately teasing and rewarding players just enough to keep them coming back for more. The game's early stages focus on using various, high-tech



The stage opens across the field ahead and give you clues on what to do

demolition vehicles to clear a safe cross-country path for a runaway nuclear missile transport. While knocking down and blowing up buildings can be a lot of fun, it could get old pretty quickly, so later stages add various physical and mental puzzles to the ongoing mayhem to keep challenge and interest levels high.



The highway transport's route is fairly one, bringing nuclear disaster with it.

If the transport touches anything, the impact will set off a nuclear explosion!



DEMOLISHING FOR DOLLARS



The partial map below shows just the first few of the more than 50 stages. The Demolition stages, in which you must clear a path for the transport, will be your main focus. The Training and Bonus stages (marked by the smaller circles) will allow you to try new vehicles and tactics. Completing certain

stages will open up one or more new stages on the World Map screen, and available stages may be completed in any order. You'll receive money and rank points for each stage completed, but to earn maximum points, you must fulfill other tasks, like finding the scientists that can disarm the transport's deadly cargo.



Access the various stages on the World Map screen. If the cross on Earth is swatted, you'll be sent to other planets!



These early stages focus on demolishing things, but later stages will require a lot of creative thinking.



Money and rank points are awarded for completing tasks. Collect rank points to earn promotions in the Corps.

HARD LEVEL

MEDIUM LEVEL

EASY LEVEL



Clear a path to the arm in each Demolition stage. The stage will end when the transport touches it.



Secondary tasks include finding Communication Points, survivors, scientists and more.

THE CORE OF THE CORPS



JADE PLAYAU

You'll have to decide which vehicles and items will suit the task at hand.



The Blast Corps vehicles range from the man-dare the Backlash dump truck to the flashy (but mis-aimed) Ballistic cycle to the downright bizarre (the one-armed Thunderfist robot). As you progress through the game, you'll have to complete ever more complex tasks using the vehicles and items you find at the stages. For example, in one stage, you'll have to first use the Ramdozer bulldozer to push explosives onto a platform then take control of a crane and drop the explosives onto a bridge. It won't all be just running into things!



BALLISTIC CYCLE



GET READY TO RUMBLE!



The map below shows the sixteen stages on the Easy level. We'll explore the Demolition stages (numbered 1, 5, 6, 7 and 8) on the following pages, but first, we'll take a quick peek at the Training and Bonus stages. Stages 2 through 4 are the Training stages on this level, and you'll be required to pass a "driver's test" with one of your vehicles before you can move on to the Demolition stage that features that vehicle. All the Demolition and Training stages must be completed to open up the entire Medium level. The Bonus stages, identified by the letters A through H, aren't necessary to fulfilling your primary mission, but they do go beyond the training exercise to offer

interesting challenges, such as completing time trials around unusual race courses or racking up a certain amount of damage within a time limit. In addition, you can have your choice of vehicles in the Bonus stages, and the rank points you earn do count toward your promotions.

EASY LEVEL



BONUS STAGES



A Complete four laps on a country road in under 3:30 (3 enemies and 30 seconds). Blast the buildings near the bridge for a smoky shortcut.



B The challenge here is to rack up one million dollars worth of damage in under 2:30. The Ramrodzer is your best choice for causing chaos.



C Complete four laps in under 1:30 to conquer this stage. While the RaceDash dummy track is slow, it won't spin out in the steep turns.



D Use the Ramrodzer bulldozer to push explosives around this odd-looking stage. You must also blow all six towers in under 2:00.



E The Sky Bell does really have a good chance of completing four laps around this urban track in under 1:15. Press the air button for a nitro turbo boost!



F The missile-equipped Ballista cycles is your best bet here. Destroy all six gas tanks in under 1:00 to weak away with a missile and a few rank points.



G Almost any vehicle will be able to navigate around this construction site with ease. Completing four laps in under 1:30 shouldn't be much trouble.



H Use the Ramrodzer to find 65 Redaction Dispersal Units (RDUs), the lights that flash as you go by in under 1:30. This is much tougher than it sounds!

TRAINING STAGES



As you progress through the game, more vehicles will become available.

The Training stages will allow you to master your new machines without risking a nuclear holocaust! You may find a vehicle in a Demolition stage before you come across its Training stage, but that vehicle will not be required to finish that stage. If you can't succeed in the Training stages, you definitely won't survive in the Demolition stages!

2 SIDESWIPE



The unusual Sideswipe vehicle is armed with auto-mounted battering rams. Collect the fat lady packs to power the rams and destroy all the buildings in under 1:30.

3 J-BOMB



The giant J Bomb robot has the ability to stamp on buildings from the air. The object here is to demolish all the buildings in the stage in under 3:00. No problem!

4 BACKLASH



The Backlash derby truck may be the most finicky vehicle in the whole game. Use the truck's sliding ability to auto-sweep all the buildings in the stage in under 4:00.



SIMIAN ACRES

As with all the Demolition stages, you'll probably have just enough time to clear a path through Simian Acres before the circular curtain is down. To complete the secondary tasks, you can always reenter the stage later. The secondary tasks include destroying all buildings, rescuing windows (depopulating buildings to release them) and finding any RDUs, Communication Points and scientists. The chart above shows the number of buildings, survivors, Communication Points and scientists in Simian Acres. Good hunting!

	18		0
	20		0



BLAST SEQUENCE

The dotted line on the map shows the transport path through Simian Acres, and the buildings that are directly in that path. Other buildings can be dealt with later. Note: Bombs clearing up radiation leaking from the transport, the RDUs often serve as sign posts, pointing out the main path or indicating hidden features in a stage.



Fleeting arrows will point out the buildings and obstacles directly in the transport's path.



Use the C Button to get a different perspective on things. Press Start to pause the action.



If the path is long, you can end the stage early. Press Z to exit your vehicle and then enter the same.

RIDE THE RAILS

In later stages, you'll need to switch vehicles to accomplish tasks, but here, it's just for fun. Press Z to exit your "door" Enter the train and move it forward until the Railroad car is next to the ramp. Exit the train, walk up the ramp and enter the hot rod for a quick joyride. Whoo!



IT'S CLOBBERING TIME!

The Rambozer has a lot more power than your average bulldozer, and it will make quick work of one- or two-story buildings.

You'll see in later stages that Tiller bulldozers will give the Rambozer a run for its money, but to topple them, you'll be able to use the vehicle's wide blade to push blocks of TNT around. There's some TNT in this stage, so you might want to take some time to practice. Maneuvering the blocks can be pretty tricky!



5 ARGENT TOWERS

There may be few buildings and even fewer survivors in the Argent Towers neighborhood, but there are lots of secrets to be exposed and extra rank points to collect! The main part of the stage contains just a single line of buildings to bring down. They are tougher than the simple structures of Sirian Acres, but the Backlash dump truck will be up to the task. You'll find your first two Communication Points which, when activated, will allow you to access special training stages on the World Map screen. Touch the points to activate them.

	11		2
	8		1

BLAST SEQUENCE



Use the Backlash to bash and batter your way down this main street. The transport will begin the stage much closer to the first line of buildings, so you'll have to be quick. If a building does not have anyone peering toward it, ignore it for now.



If you don't put right, the sideways technique can bring down whole buildings without a blow.



Run over the stages to bounce the Backlash around. This will give your hit more "oomph."



Try to aim the back end of the truck at the corner of your target.



A UNDERGROUND SECRET

After the transport passes, retrace the stage and head to point A on the map. Push the back angle then switch to the Ramblor. Push the 'T' to the door to open it. Take the train up about three screens. Walk left to the car. Search the box to find secrets B.



DEVASTATING DOUGHNUTS

The most deadly traffic for the Backlash is the sideways obstacle. Press A to accelerate, then press the L or R button while turning to start sliding. If you get up enough momentum (it seems to work best if the truck whips around at least 90 degrees before it hits), you'll do a lot of damage. Doing doughnuts in the parking lot was never like this. Head-on crashes rarely do much good, except when you launch the truck off a slope or a ramp.

B MORE SECRETS



After you speak to the scientist, get back to the train and take it to the end of the line. Switch to the Ballista and head down and right. Use misfires to blast open the door in the arrival pit. Enter the door and before the passage go to the J-Bomb robot.



6 HAVOC DISTRICT

Here's another stage that features quite a few secondary tasks and mystifying secrets. Although these features won't affect your primary mission of clearing a path for the transport, they will give you a good idea of the kinds of hidden bonuses and puzzles you'll find throughout the game. You should take these lessons to heart. In the later stages, you'll have to uncover even more cleverly disguised secrets to complete your primary mission, and you won't have the luxury of time then!

	22		2
	10		0



BLAST SEQUENCE



You'll begin the stage behind the wheel of the airroad Skyfall dome buggy. You won't have time to do it before this, but don't worry: Follow the RDUs over the bridge and downhill and you reach the J-Bomb Switch vehicle and use the high-flying robot to clear the path ahead of the carrier. While you've installed, you'll still have time to activate the Communication Points. The point on the right side of the stage is on a suspended ledge. Let your jetpack charge fully before you try to reach it.



The Skyfall buggy has no chance of completing the mission. Don't forget to jump outside!



You can just skin over small objects to destroy them, but big buildings will require more force.



A well-placed stomp can destroy entire buildings, but you have to hit just the right spot.

STOMPING GROUND

The J-bomb is one of the most efficient (and fun) vehicles in the corps. From A to activate your jet pack and steer with the Control Stick. When you're over the target, press B for a super-powered stomp. The amount of damage will depend on the size of the building and the location of your strike. For best results, aim for the exact center of a structure.



A SILVER UFOS



Only the J-Bomb can reach the silver spheres floating over the bay. We haven't identified these objects or their purpose, but they're worth \$5,000 each in case of an event! There's also one hidden under the bridge, near the ship. Speaking of the ship, the Ballista is the only vehicle that can destroy it.



B SECRET SANCTUARY



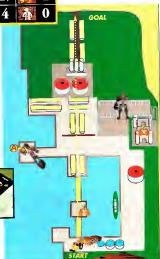
To find the storage car, fly the J-Bomb to the upper left corner of the stage to a hole in the cliff above the sea level. Follow the tunnel to wander some more. You can switch to the car and follow another tunnel back to dry land. You must do this if you want to find all the RDUs.



7 CARRICK POINT

Most of the structures around Carrick Point are long, low storage sheds, a seemingly ideal setting for the Sideswipe vehicle. If you really want to insure your success, however, we recommend using the Thunderlist robot instead. The Thunderlist can destroy entire city blocks with just one of its acrobatic roll attacks, putting the poor Sideswipe to shame. Of course, if you want a real challenge, you can still opt to go with the default vehicle, if you do, be sure to collect lots of blue battery packs as you advance through the stage.

	27		2
	4		0



To take the easy way out in this stage, drive the Sideswipe up and right around the port to the Thunderlist. Switch vehicles and make your way quickly down and left to clear the storage sheds off the bridge. Now make your way to the park and the goal.



You'll start off behind the center this time. Head around the right side of the port.



The Thunderlist will make short work of this stage. Press A or B while moving to execute an attack.



The Thunderlist needs a slight hop of clearance to start an attack.

A BALLISTA BLOWOUT



The only task you will want to use the Ballista for here is to sink the transport ship. This is a good opportunity, however, to get used to the cycle's sensitive steering and small turn radius.



As you may have guessed, the ship and the group of crates count toward the total number of structures in a stage.

ASSAULT & BATTERY

The main disadvantage of the Sideswipe is that its balling game requires new batteries constantly. The battery packs are good for only ten hits each.

You won't have a choice but to use the Sideswipe in some of the later stages, so you'd better practice now.



B BLACKRIDGE WORKS

The Blackridge Works stage brings you full circle, putting you back in the driver's seat of the Ramdaze. You'll begin behind the transport, but you'll have plenty of time to clear the path. In fact, you'll discover that you can often get away with destroying only part of a building instead of the whole thing. The transport isn't all that wide, and if you follow the dotted line on the map, you'll see that you could probably leave the far right side of the first two buildings and the left-most smokestack intact, if you're pressed for time.



A THE CYCLONE SUIT

The Ramdaze will be more than enough to take care of this stage, but you can try the acrobatic Cyclone Suit as an alternative. The suit is in plain sight on the right side of the stage. Once the transport is safely on its way, strip it and use it to trash the rest of the factory complex and complete other secondary tasks. Most of the Blackridge Works survivors are in a large left building, and you'll find a good number of AGUs in the security as well.



	19		2
	20		0

BLAST SEQUENCE

The transport will run in a perfectly straight line from the start to the goal at the Blast Corps barn, and so should you. Just power down the street and make your own road through the factory!



If you have only a little time, just clear out the parts of this building right next to the pond.



Using these stoves as rings will add lots of power to your running attacks.



ACROBATIC ANTICS

Press **A** while moving to send the Cyclone suit into an acrobatic tumble. While this attack is very powerful, it's also impossible to control once you've unleashed it, so aim carefully. Try to line up several targets in a row and make sure the transport is somewhere far away!



THE CORPS WILL BE BACK FOR MORE

Like the troopers they are, the Blast Corps will be back next month for more explosive excitement. We'll blow the lid off of more stages, secrets and exclusive strategies!

ClayFighter

Interplay™

63 1/3

R sports filtered in for months. Subversive elements at Interplay were at work once again on a ClayFighter game, only this time it was going to be for the N64.

At Nintendo Power, we grow concerned. The original ClayFighter games parodied serious fighters. They poked fun, they teased, they taunted. We wondered if there was a hidden agenda! A conspiracy? Did they secretly want to destroy

the very fabric of fighting games in our society? We had to get to the bottom of the mystery, to protect gamers everywhere. We began our investigation by plugging

in the alpha version of ClayFighter

63 1/3; we had received from Interplay; we then

questioned the game's leading conspirator, Jeremy Avey, Here's what he had to say:

Power: Does anybody get what ClayFighter is all about? Jeremy worked on

all the past ClayFighter games and is the world's leading expert on clay combat, sometimes referred to as clayplaytion. He is a gamer and programmer who got his start in the quality assurance

department at Interplay. You would think he would know better!

Avey: Sure, I think people get it. But we learned in the first ClayFighter games that people didn't just want the parody. They wanted a solid fighting engine, too. It's the same with other games, like Mortal Kombat. The shock value of blood flying everywhere wears off.

Power: So, are you suggesting that there is more to fighting games than copious amounts of spilled bodily fluids?

Avey: Yes, buckets of blood and gore get boring after awhile. We want to make a game that stays fresh.

Power: Ah, but isn't it true that Boogerman appears in your game? How fresh is that?

Avey: It's true that Boogerman stinks. But it's a fresh sort of grossness. We think this sort of thing works better than gore because each character has something unique and funny to show. Actually, we love the other fighting games. We borrowed the best



Ironcut magazines like this are an oddity in America's ClayFighter 63 1/3. When told these magazines learn that puppets have rights, too!

I WANT A HAND TO PICK WITH YOU.



YUMMY...

Lockdown Foot

stuff from them, then put a spin on it. It's a huge KI fan, for instance, and in Clayfighter you'll find a kind of tribute to:

IT'S AKA, GA'VE
TO YOU AND I CAN SA
ANYTHING AT ALL.

KI in all the combos we've included. Lane Combos. Stupid Combos. Retarded Combos. 2,000 hit combos.

And the animation is great. In one case, you even have a kitchen sink drop on your opponent's head. Of course, that only happens after everything else has dropped on her. Get it?

Power: Yeah, we get it. It's a clever ruse to deceive fighting fans with familiar jargon. Before you know it, KI and AK players will abandon the arcade to hang out in stand-up comedy clubs. Well, not on our watch, mister.

Airey: You've got it all wrong. Clayfighter 63V is not just about the humor. It's a strong fighting game that just happens to use slapstick rather than drama as the visual medium. Let's talk about the engine.

Power: Okay, let's. You're using 3-D backgrounds in the game,

YOU'VE BETE NAHGE TE
HOW MY NAAGETY
LIFE.

which suggests to us that you don't think 2-D is good enough. Well, it was good enough for Street Fighter II.

Airey: Things change, you know. KI Gold had a limited form of 3-D backgrounds.

3D **SANTA**

We just took it a step further

in Clayfighter; each player can control the camera, moving the viewpoint around the combatants. Since there are all sorts of objects in each

area, we put bounding boxes around the characters to control the locations of the camera. The result is that you always have a good view of the action.

In some cases, you might even look through objects that become transparent. But the most unique part of the game is what we call the breakthroughs.

Power: So you're claiming that these breakthroughs are a breakthrough?

Airey: What's new is that each of the areas in the game has as many as four breakthroughs. What happens is that if you're in the right spot, you can force a breakthrough by using a designated

move on your opponent and knock him through a wall or door. At the moment of the breakthrough, an animated sequence begins. The view switches to the new room and you see the hit character you hit come flying into the room with pieces of wood or whatever he crashed through. Then your character comes leaping after him. Each of the areas will have active objects in the rooms, as well as things that you can smash.

Power: We suppose that might be fun, if you like smashing inanimate objects. So, what are some of these areas?

Airey: Well, there's Boogerhenge for one. It's sort of like the Stonehenge scene in KI.

Power: "Scriviger?"

Airey: Calm down, it's a compliment. Another area is a toilet bowl where you fight on the rim, trying to knock the other guy in. There's even an area that might remind you of Disneyland. You know, with a room that stretches like that room in the

WHAT IS THIS
A REIN GA'VE
? SEE?



THIS IMPROVE
WILL NOT BE
IMPANDED.



Hunted Marlon, and another arm with really cheesy animatronic pieces.



Power: So, you're dragging Disney into it, too. I suppose you're putting Mickey Mouse into this mockery of a fighting game, as well?

Airey: Of course not. But there are five hidden characters in addition to the regular cameo appearances. You're going to be pretty surprised by some of them.

Speaking of Disney, we used a Disney sound driver

tor when we recorded the voice lines in the game. The talent included Rob Paulsen of Pinkie and the Brain, Frank Welker from The Lion King, and Dan Castellaneta who is the voice of Homer Simpson.

Power: You call that talent?

Airey: Yes.

Power: Okay, we'll grant you that.

But what do they say?

Airey: That's the best part. Instead of just calling out moves when they happen, our characters banter each other during a fight. Then,



when they're hit, they complain and yell. We've included 30 to 40 different voice lines for every character.

Power: How about moves? If this game is a real fighting game, as

you claim, you'd better have lots of special moves.

Airey: You're right. We have tons of moves. I already mentioned the combos, but we wanted to include Claytates, as well. In MK, the big thing about the Claytates is to see how many body parts you can sever. Instead of that, we use funny

animation sequences. Boogerman finishes opponents off with snort and Sumo Santa drops a giant stocking over their heads. My favorite is the Zappa 'Yow Yow Boyz. When you do one of these Claytates, they surround the opponent, throw him to the ground, then run around picking him and jumping on him until they carry him off on their shoulders to a giant soap pot and throw him in, stir him up, then pop the lid on. Talk about a finisher.

Power: So, you're advocating cannibalism in your game.

Airey: Not at all. The characters are all made of non-nutritious clay.

Power: Are they indeed?

Airey: It's like this. After we decide on a character and sketch it out, we have these sculptors made called maquettes at a company called Danger Productions. Great name. Then plaster molds like

dentists use are made and a final figure is created of clay and

form or wire. We also have an armature

built with ball sockets so that we can

move the parts around during filming.

Power: You film them? Doing what?

Airey: Moans from the game. Danger uses stop-motion photography with backlighting to form a character with a nice outline. That makes it easier when we digitize the animation. We direct Danger in the filming of all the regular moves, all sorts of



Tafy



HOMERMAN



WHY YOU WANT THEM
MY SPECIAL MOVIES.

Clayables and other "alibies" per characters, all the combos, break-throughs and special animations. Then, once we have the digitized animation in-house, we go to work with our special scripting tools that let us put sound, animation and triggers together for each of the fighters. We can design a fighter's complete array of moves in a matter of days.

Power: And I suppose you're proud of that.
Alley: Very proud. We're pretty proud of our chunks, too.

LADY LIBERTY



Power: Hey, this is a respectable magazine.
Alley: Chunks are the bits of clay that fly off a character when it's hit. Other games use a splattering of blood or impact stars. But since

Clayfighter is 3-D, the chunks are thrown off into 3-D space—some of them actually seem to fly out toward you. We're also using spillo, which are items that spill out when a fighter gets thrown. When Hounigan gets thrown, for instance, chicken bones tumble out.



WHY YOU WANT THEM
MY SPECIAL MOVIES.

Power: So, what does Boogerman spill?
Alley: You don't want to know.

Bad Mr. Frosty

ClayFighter The 63 1/2

Power: Sounds like a cover-up.
Alley: There are supposed to be lots of surprises. Secret characters and stuff like that weed guy who appears at the bottom of the screen in MK. One way to access special things is by repeating controller patterns. The game recognizes that you're using a pattern and, in some cases, rewards you with a secret. For instance, maybe the Lost Vikings will stumble into the game.



Power: The Lost Vikings? We love those hairy guys.
Alley: Okay, then, if this game is really on the up-and-up, when can we play it?

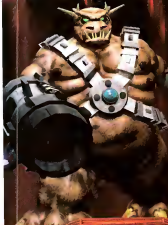
Alley: It should be released by June, that is if we take enough time off from playing Mario Kart 64 to finish it. The entire development team—Brian McNamry, Eric Hart, Rodney Raloux, Kirk Tame, Didier Moleefant and I spend every night in Kart battle mode.

Power: Well, that changes every thing. Thanks very much for your time, Jeremy. You're okay to our book.

WHY YOU WANT THEM
MY SPECIAL MOVIES.

or the benefit of our readers, we would just like to add that Clayfighter 63 1/2, looks terrific even at this early stage. In its finished form it will run at 60 frames per second and have more variety than any other N64 fighting game to date. It may mean the end of civilization as we know it, but at least we'll have fun going down.





Weapons

are your only defenses, but strewn throughout the demons' lair, you'll find more powerful and specialized weapons. The Super Shotgun's the most reliable weapon, since it packs a powerful blow at close range, and spreads its damage out over long distances. Rockets are also good for long-distance fighting, but if your target's too close, you'll be damaged by the blast. The BFG 9000 is the crown of your arsenal—it takes a while to charge up, but it launches a wave of mutilation across the entire screen.

In the beginning, your fists and pistol



"What the HELL is this?" you exclaim as you pick up the anti-aircraft rifle. It's the new weapon exclusive to Doom 3L, it's wrapped in flesh, and it calls out to screaming hordes of lovers.



Items

The demons infesting

Doom 3L want to take you down, so you'll thank the heavens for the helpful items hidden in the domain. Security Armor is worth 300 points of shielding power, and Combat Armor is worth 200 points. Medkits, Stimpacks, Potions, and Soul Spheres keep you healthy. The Blur Artifact cloaks your presence, Spiritual Armor protects you magically while the Megaphone magically boosts both your health and protection. The ultimate item, however, is the Invulnerability Artifact, which grants you temporary invulnerability to fearlessly go head-to-head with any demon.



Items

- | | | | |
|-------------------------------------------------------------------------------------|-------------------------------|-------------------------------------------------------------------------------------|---------------------------------|
|  | Security Armor |  | Spiritual Armor |
|  | Combat Armor |  | Blur Artifact |
|  | Meditation or Stimpack |  | Soul Spheres |
|  | Health Potion |  | Invulnerability Artifact |
|  | Switches |  | Megaphone |



DOOM™ & ©1993, 1997 id Software, Inc.

Life after Doom? Midway throws you out of the frying pan straight into the fiery depths of Doom 64, a ghostly netherworld of over 30 new levels festering with revamped demons and weapons. You're a marine bent on stopping Armageddon, and luckily for you, we're your guiding light for the first ten levels.

Moves

Strafing's the best way to dodge the demons' firepower. When a monster shoots at you, sidestep the attack by strafing left or right. Hold down the left or right strafe button and tap the Control Stick in the opposite direction to walk in a circle, facing the center. Use this move in arenas or big rooms to keep enemies spinning in place in the center of the area. Whenever the demon turns to face you, you'll be arcing away from them, while keeping them in your crosshairs. Strafe around corners, too, so you're not walking blind. It may be hard to simultaneously fire and strafe using the Controller default setup, so reconfigure strafe left and right to the C buttons or A and B buttons.



Demons

Doom 64 is filled to the brimstone with monsters, but your Super Shotgun should take care of them. Zombies and Imps are great targets for your Super Shotgun, and if you line them up, you can shoot through two or three with one shot. The hovering Cacodemons freeze whenever you hit them, so use a quick-loading weapon to ground them before they spit fireballs at you. Lost Souls are fast, and your rapid-fire Chaingun makes the perfect foil. Save your ammo on the Ball Demons and Spectres, though; they can attack only at point blank range, so avoid them with your Chain Saw.



A few hits from the Hell Knight's fireballs will turn you to marble dust. Counterstrike with your rockets or Super Shotgun, if you hit him three times, he's out.



Staging Area



1 Zombies greet you in the Staging Area as soon as you enter Area 1. Use your pistol or shotgun, then open the northwest wall to get to the Security Annex. As soon as you board the conveyor belt, shoot east of the soldiers who appear in the alcove.

2 Head south on the conveyor belt and slide to the Switch on the north wall. Flip it to reveal the northwest Secret Area housing the Chain Saw.

3 Once the elevator lifts you to Area 2, take the right lift to visit the Blue Key. Flip the Switch to open the Secret Area by the blue arrow on the map. Harry to the area to get the Remote IR, then head to the west side of Area 2. Many of the Secret Areas will lock out of play to a boss or mini.

4 The yellow arrow points to the wall with a pattern that's slightly different from the other walls. Activate the wall to find the Edge Armor.



5 With Chain Saw nearby, flip the Switch on the wall west of Area 4. Delicately spin around to climb the conveyor belt of Wall Debris, then flip the Switch in the west corner of Area 4 to open Area 5.

6 The floor lowers you to a Secret Area. Revisit this one and visit the computer on the north wall.

End

7 Make Bill Demoss back inside Area 6, so keep your Chain Saw fired up. Stock up in the Ammo Room as behind the window partitions, then use yourself for the key guarding the East behind the east door.

8 Use the Blue Key to enter Area 3. Zombies patrol the area, including some in the cells. Stand on the pit (area being the east side of the pillar). Jump inside and hit the Switch, then run to the elevator in the northwest corner of the room. A Satchelcharge is on the top level, and on the bottom is a warp that teleports you to the Start.



The Terraformer

1 Find the light at the end of the tunnel by hitting the Switch in Area 2. When the lights turn on, Billie Ainsworth will appear in the center of the room, and soldiers will close in on you.



2 Strap on the Backpack and flip the Switch in the center of the room. The Blue Key will appear, but every time you try to grab it, it'll teleport to one of the corner boxes. To remember the box that the Key finally settles on, hit the Switch in the east alcove without computers in it. Then run for the Key.

3 A tropical soldier prowls around the cluttered maze of boxes, so inter-rooms are in short supply. Try the south wall Switch and use the teleporter to reach the trap guarding the Key Switch. Shoot the trap, trip the Switch, then move back to Area 7 for the Yellow Key if you need it. Go to the southeast Secret Area.

4 Drop to the lower level and slowly pass the flicking blue lights to activate the jet-driving ending. To keep from getting possessed, run to the yellow light. When you get across, you'll find the Red Key.



5 In the hall with splashing yellow lights, reach the north wall's west-facing panel to open the west door. Get the Satchelcharge by the yellow arrow, jump through the fence hole, and get the Goggles by the blue arrow.



6 Grab the Shotgun by the west wall and work your sticky trigger finger because you'll need to be ready by dawn.



7 Hit the Switch in the Red Area just west of Area 2. Then proceed cautiously through the Area 8 hallway—impatient guards occupy the cells.



Main Engineering

- 1 Direct the guards and pick up the Super Shotgun in the room's corner. Steer as you'll follow the north window for a close shot at the frogs outside. Their fireballs won't reach you, so exercise the caution by firing your Super Shotgun at them. Tip the Switch on the south wall and quickly go back up. The east



and west walls will drop, and large wall flood the room from both sides.

- 2 Activate the three screens on the east wall to reveal the Secret Area by the yellow arrow. Flip the Switches on the north and south walls of the control room, then swap to the upper level. Check the Secret Rooms by the blue arrows, then hit the Switch on the ledge to expose Lost Souls and the yellow key.



- 3 The blue arrow on the map points to the Secret Area where you'll find the Portal Invulnerability Sphere. It looks like there's a wall here, but it's just an illusion, so walk through it. At the yellow arrow you'll find another doorway and, this one exceeding the Invulnerability Sphere. Climb to the center of the room, then head to the east pedestal for the Blue Key.



- 4 The east Switch is the central one; switch the Red Key appear in Area 2, and the west Switch opens the Secret Room to the north. Listen as you pass the threshold of the Secret Room, and you'll hear the southeast Secret Area open. If it's too heavily, so run to it. Inside, you'll have a clear shot at the frogs at the next room.



- 5 You'll start Level 4, facing a Switch. Open the Secret Door behind you, walk on to the plank, then shoot the guards in the cells to the north and south. Grab the Darkport, flip the Switch, stand at the Spectator, and power up with Health Bonuses in the corner of the area.



- 6 Get a job of energy from the Supercharge in the south hallway that leads to Area 2.

The trio of Switches in the northeast room opens the west side of area 2 and alerts Spectres to your presence. Hack them with your Cyber Saw, then hit the three Switches in the northeast room.



- 7 Clear out the frogs at the top of the stairs and north the perimeter of Area 3. The control room will open, and large wall attack from within. Shoot the holding Switch in the control room to reach the Chimpas in the hallway of Stinked by the cage. Jump down from the southeast ledge armed with your Shotgun and fry the patrolling Lost Souls in pellets. Grab the Blue Key in the southeast, and escape the northwest corner for an elevator ride back to the top.



Holding Area



- 8 Power the computer by the arrow to expose two Secret Rooms. Hit the two Switches in the order shown on the map. The players will lower to bridge the north and south sides of the room. From the northeast room, walk to the bridge. An alternate Exit to Level 2B is at the player end. It's uncharted territory, so if you go, you're on your own, soldier. We'll tell you that the doors in corridor with demons looking for a few good souls that they are blood thirsty. The new laser rifle is size three, but you might want to size on yours and exit through the blue door to Level 5.



The yellow arrow points to the only set of two screens in the room. Teach it to open up the room behind you. Try on the east of arena; health packs and next to Level 4.



Tech Center

- 1 The traps in Area 1 are eager to greet you with fireballs, so introduce them to your Shotgun. The traps are like to hide in the north end of this area, so strafe around the corner. When the count is clear, flip the Switch to open door A.



- 2 On the hard settings, a Bomb of Hell attacks you. Fire Rockets at him and use the strafe technique to keep him in the middle of the room. Don't let the Bomb out of the big room, or he'll back you into the smaller rooms, leaving little space to avoid his fireballs. After your battle, hit the Switch in the small east room below and warp to the East.



- 3 The shortest distance between two points is a straight line. Avoid these walls when trying to reach the teleporter from the southwest warp Switch. The Switch powers the warp for only a few seconds, so quickly maneuver through the center area to the teleporter. If you don't jump into my walls, you'll reach the teleporter in time to warp to the room northeast of Area 2.



- 4 Shoot the skulls guarding the stockpiles of inventory. Activate crate G to reveal the Switch by the door. Flip the Switch on the northeast crate and lower. Run to its spot, and when it lifts you up, leap onto the remains of crates and grab the supplies on top of them.



- 5 Strafe around the corner to see the Spectre. Open the panel under the vent by the arrow. Follow the stairs in the Secret Area to the Armory.



- 6 Keep an eye on the Chula Sewal out for the transparent Spectres near the entrance. Shoot the oil drums by the east wall; the chain reaction explosion will blow up the east room Spectre. Blow away the Lost Souls in the south room and activate the elevator. Ride it to the top level and hit the Switch in the northwest cell to lower the Yellow Key in Room 2. Jump off the north ledge, head east, enter the large north room, and trade gunfire with the Zombies.



- 7 As soon as you open the door, Arsenic will close in on you from the south end. Blast them from outside the doorway and strafe to sidestep their fireballs. Follow the stairs to the southwest corner and enter the lighted area to kill the Yellow Key and interact with the mirror.



- 8 Don't be shrouded in darkness, or let the light be your guide. A square of light shines on the floor in the center of the room. Stand in it and shoot the vent on the east wall. The floor will elevate, raising you to the level of the north wall. Shoot that vent to temporarily lower the barrier blocking the



Supernudge. Get the Supernudge and flip the switch Switch to open Area 5.

- 9 Clear out the trap of the Zombies inside Room 5 and navigate through the maze of chambers to Room 6.

- 10 One this leads to another, and one Switch at front the other. Flip the Switch on the north wall to unlock Room B. Enter Room B with your gun ready to beat the Lost Souls. When the Souls have been lost in one, flip Room B's Switch to open the west door back to Room 5.

- 11 The corner of the pile down in hollow and safe, and it has the Blue Key. It's easy to get flattened, so use your Map for guidance. When the block lifts the floor, switch to your Map and move the trapezoid completely under the center square. Lost Souls attack when you get the Key, so use a gun that won't knock you back into the pile down.



- 12 Slowly approach the trash that creates the hallway. Your movement will raise the ceiling blocks pointed up and down. Run quickly as you'll get hung up in the breakers and wind up flattened.

- 13 The Switch in it is easy to miss. Show your back to it so you can't shoot the soldier in front, and then flip the Switch on the northeast wall to free the Red Key in Room 4. Head east from the platform and strafe around the corner to activate the device south of you.



Alpha Quadrant



- From Room A, climb out the doorway stationed in the stairwells and appear above. As soon as the elevator to Area 1 reaches the upper level, fire your Shotgun. Hit the Switch at the end of the hall, then hit the Switch in the center room. Quickly drop to the right as the crates roll out then to avoid yourself from the Hell Knight that appears in the southeast. Grab the Key and run to the yellow arrow. Shoot the Lost Souls in the Secret Area and the soldiers in the adjacent room. From the doorway, dash to the cell for the Megaphone.



- When you enter, you'll drop to the Spectre-filled corridor floor. Sit closer to your Chain Saw. Slam a long the north wall to proceed the stairs. At the top, veer and run west across the pillars to hit the Switch. Jump from the west pillar to the southwest cell and flip the Switch. Quickly run through the door at the West arrow. Follow the hall to the Supercharge and hit the Switch. Return to 2 for the Chain Key and Armor. With Shotgun ready, face the Hell Knight behind the door door in A.



- The middle platform activates when you stand on it, so avoid it until you've beaten the dragons. Flip the Switch on the north wall to open the west door, then use the doorway at the east doorway and launch rockets into Area 4.

Research Lab



- Activate the north wall opposite the spike-filled arena. The Secret Area will open up, leading to the "Infer" cells, which also requires a Rocket Launcher and Rockets. Station yourself at one of the cells and clear out all the bugs.

- Stood on the platform and leap onto the ledge along the overpass. The yellow arrow points to an illusory computer. The Computer Map behind it will help you get your bearings.



- Switch 2 briefly releases the horzicide blocking the Armor in Room A. Every second count, so quickly back up to the end of the hall after hitting the Switch instead of tending around using the map to navigate may help, too.

- The computers often offer clues. Flip the Switch, then use the computer to see what the Switch activates. The screen will reveal that the Blue Key is now available in Area 5.



- Grab the Blue Key and wait for the wall to recede. The Secret Area behind it hides a Supercharge.



- You'll seal your door if you enter the cell to fight, so stay in the doorway. Shoot the bug to the west, grab the Plasma Gun at the end of the cell, then retreat as the doorway is right there forever.

- Head south from the blue door. At the end of the corridor, activate the elevator. Once the west wall on the ground floor to enter Secret Area 3. Then ride the elevator up to the teleport and jump to Room 5. Run around and hit the Switch north of you. The screen reveals you know that you've arrived at Area 2 where the Yellow Key sits.

- You can't leave and you defeat the bug and Hell Knight, so once you're all fight from the stairs. After you defeat them, hit the southeast Switch and take the west stairs to get the Red Key in Area C. Hit the Red Switch southwest of J, and you'll open the Exit and prevent a Hell Knight.



- Watch your right side when entering Yellow Area 5—the cell by the arena contains a Zombie. Seize the west stairs and collect the Armor Boxes. The walls of Area 5 are booby-trapped with radioactive waste, so walk along the west ledge. Put on the Radiation Protection located at the yellow arrow and activate the Switches at the end of the hall.



Final Outpost

1 Bowly your guns, because once you hit the Start Switch, the room will open up, and you'll be center stage. An audience of Zombies will always be with you. When the lights come, step on the dim red light to lower the elevator.

2 Prepare to be ambushed as you go for the Chalice at the end of the hall. The floor drops you down a level below you can reach the gun, and a zombie will hide in the area; both the exact and exact. Here's hope: you're quick as the draw.



3 If you attack the legs by chasing them down the ledge, you'll descend to hit into the two below, instead, avoid in the yellow doorway and turn the legs toward you. Once they're gone, a battalion of Hell Knights will mount a counterattack, so move to the doorway and launch your Rockets.

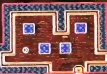


4 Power up with the Supercharge, then prepare for a wretched Hell Knight to materialize and challenge you. Are your Super Shotgun instead of your Rocket Launcher, because the confined space forces you to fight at close range.

5 The Yellow Key sits on a pedestal in the south room. The two Switches are de-coy. To lower the Key, touch the yellow light on the east wall of the hall.



6 To reach 7, hit Switch 2, wrap from 5 to 4. Then run to the north platform-elevator. Open the red door and lure the Hell Knight to the foot of the stairs. Launch Rockets at him from the top of the stairs. Hit the Switch east of the 7, and look into the west computer to see which pillar the Plasma Gun rests on. Go to the south room and activate a pillar to lower it. You have two tries to lower the Plasma Gun pillar, so check the computer for guidance.



7 A corner of Lost Souls looms the Secret Area east of the Chalice. Rip the Switch in the entryway and hook up. A Lost Soul will attack you from the north room, so move attack you back on. The Switch by the yellow arrow opens the exit.



8 Shoot the leg through the window by the yellow arrow and hit the Switch south of you to open the east room. Two legs will come out, but we'll take the surprise from their attack by representing their starting points with the two squares on the map. At the east wall, rip the Switch.



9 Go down the key-rigging hall to the west to enable the warp, then teleport to Area A. Grab the Blue Key north of the warp and head to the red stairs at the white arrow. Open the wall for the Annex, suit up, then wrap back to Area 6 to open the blue door.



10 Area 6 begins at square 101. The Switch at the yellow arrow to make the north wall inside and the legs attack. Rip the Switch at the blue arrow, shoot the remaining Zombies, then see for the Green of Hell, who'll break and you to pieces if your strafing isn't perfect. Hit the Switch at the south end of the cell to get the Red Key. Keep your Rockets handy, though, because a Hell Knight will ambush you.



Even Simpler

Are your Bowlinks before hitting the Switch, because when you do, you'll be in the middle of an arena, in the middle of a massive, flaming inferno. Don't run into lambs, run to the east, and fire at the west corner of the arena. Lure them out of the hallway so you can use the balls for shotgun and fire from the windows. When they're gone, Boxes of Red will attack. After you beat them, ask the lady in the lobby 2. Jane is the center of the arena. Mancharian will then pour out of the hallway, but since you'll be really invisible, she'll take to the air and jet down. Go to the eastern hall to distract your enemies. Stay close to the walls, though—the corners are likely trapped to shoot down the middle of the hallway.



The Bleeding

The level seems got earlier beginning with Level 10, and so does the action. Open the east and west doors and shoot the remaining legs. The yellow arrows point to the Secret Rooms that open when you pass the east or west doorway. After visiting the Secret Areas, return to the center room and take out the Bull Demon.



No the Switches at the top of the triangle staircase. Beat the Knight at the top of the southeast stairs. Stand at the green spot as the way to open the south door. When the recent floor lifts you, back up against the north wall and hit the panel east of you to open the southeast door. Hit the Switch at the blue arrow. From the north end of the hallway, combat the demons in the courtyard.



Tip the Switch in the entry corridor. Get the Energy Cell in the Secret Area behind the goop on the painting of the white arrow. Hit the Switch between the curving staircases to get the Yellow Key south of you. Go west and shoot the Spectres hiding around the corner to the north.



Area 4 looks like a stone aisle, but it's not. A Spectre wants on the waterfall. Climb up and beat him, follow the river north, then fire at the Barren below. Jump down, hit the hole Switch, and move. Slide south, west, and then down the waterfall. Flip the Switch in the northwest alcove, and, in the other alcove, grab the BRU 5000. Be ready to use it, because a Mancharian will throw you from the north. He's not bad back to the entrance of Area 3. A break shows of demons will be paired for attack outside, so open fire as you open the door. You'll have to be ready for Level 11, but this is all the action you will have for now, so hang tough 'til next month, soldier.



CLASSIFIED INFORMATION

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MEMBER IDENTIFICATION #



Advertising 8 Invisible Players

We have a slew of great codes for you this month, starting with a couple of fun tricks for Wayne Gretzky's 3-D Hockey. We know we've had hockey on the brain here at Classified Information for a few months now, but who could blame us, with all of the cool stuff we've received from Midway and from fans! These Gretzky tricks came to us via the Nintendo Power Source site on the World Wide Web. Thanks to all the cyber surfers who sent these in!

Sneaky Rds

Press the Z button on any non-paraphrasy menu screen (i.e., the Records menu screen). You'll see a money logo small across the bottom of the screen. Keep pressing Z to see other logos.



Invisible Player

Pause the game during the opening free-tilt and select Tapping. Press the L or R button to select a player. As the player is flashing, press Z to make him disappear!



Invis. Team, Pt. 1

Start with the same trick shown above. After you press Z, the screen will jump back to your Forward. Select another player and press Z again. Repeat until all your players have faded out!



Invis. Team, Pt. 2

Be sure to select each of your players in order, from one end of the line-up to the other. If the screen returns over an invisible player, he'll reappear. If a player doesn't disappear, just choose him again.



Can't Catch Us!

Now exit the Hockey screen and get back to the menu. Absolutely! Your whole team will be doing their best "Casper" impression!



SUPER MARIO RPG

Fireworks 8 Free Frog Coin

For a really spectacular victory celebration at the end of the game, just buy a bunch of Fireworks in Maleville. The more of them you buy (up to five), the bigger the show will be!

If green coinage is more to your liking, then head over to the sandy whirlpools in the Land's End Desert. Jump on a Shogun three times without touching the ground to receive one Frog Coin!



The more Fireworks you buy, the better the show at the end of the game.



Digging a Shogun three times is difficult, but the payoff will be worth it.

MARIO KART 80

Rocket Jump and Mushroom Coaster

At the start of a race, press the accelerator just before the blue light comes on. You'll get a rocket-powered kick in the Kart! If you're at the back of the pack, press the R Button just as the Rocket Boost kicks in. If you hop just before you hit the Kart in front of you, you'll bounce wheels over both past the other Karts and into first place!

If you want to take a short break along the Royal Raceway, follow the path between the hills on the right just past the big jump. You can take a leisurely tour of the Mushroom Castle grounds, the site of the awards ceremony at the end of the game! Of course, you'll lose a lot of time, so don't do this if you want to win the race.



Lead Up in the sky! It's a bird! It's a Rocket Boosted Kart!



This will look very familiar to Super Mario 64 fans.



Random Player Select

Here's a quick trick for WarioKart4 experts. Press the L and R Buttons and Start simultaneously on the Player Select screen to select a fighter at random.



You won't know who your fighter is until the match starts.



This trick works in any game mode.

KAMELOO 2

Gergos's Special Moves

Now that you know how to access Gergon, you could probably use his special moves. Next month, we'll have his Openers, Linkers, Pressure moves and more!

Dash

You'll put your best shoulder forward if you press Forward, Down-Forward, Down, Down-Back, Back and Medium or Farce Kick.



Clew Uppercut

The Clew Uppercut will keep most other attacks at bay. Press Forward, Down, Down-Forward and Farce Punch to whip me out.



Pounces

Press Back, Down-Back, Down, Down-Forward, Forward and Farce Kick to give your helpless opponent a scissor punch.



Spitfire

Charge your "scaring breath" into "scaring breath" by pressing Down, Down-Forward, Forward and Back Punch.



Flg/Air Fireball

Take to the sky by holding Up-Back or Up-Forward and pressing Farce Punch. While jumping or flying, press Down, Down-Forward, Forward and any Punch Button to unleash a fiery blast.





Classic Chun-Li

For those World Warrior fans who have been waiting so patiently for Street Fighter Alpha 2 codes, we finally have a few choice selections for you. A note on the Classic Chun-Li code: although Chun-Li will be wearing her original costume, she'll retain her Street Fighter Alpha 2 special moves, combos and so on. The color of her uniform will depend on which button or buttons you push. The Street Fighter series hasn't been check full of codes by any means, and we had to dig down pretty deep for these babies!

Classic Chun-Li

To see Chun-Li in her classic costume, first highlight her box on the Character Select screen. Hold Start and press either one punch button, one kick button or all three punch or kick buttons. Voilá!



Field Stage

To access the Field Stage shown in the demo, start a Vs. game and select your character. On the Stage Select screen, highlight Street, hold Start on both Controllers and press any button.



Fighting Fashion

Each World Warrior has at least four changes of clothes. To access different uniforms in the Vs. Mode, highlight your character and press one punch button, one kick button or any two punch or kick buttons.



Even More Colors

Some warriors have even more uniforms. Look closely when choosing Blanka or Akuma's matches. You might see a star field costume, or you might be treated to a new pair of gloves or a whole new set of gauntlets.



Babbling and Fatality

If your opponent is attempting a fatality on you, here's a way for you to retain at least a shred of your dignity in defeat. Wait until your opponent has completed the Fatality controller sequence. Just before you turn into a baby, press and hold High Punch, High Kick, Low Punch and Low Kick simultaneously. If your timing is correct, you'll change the fatality into a Fatality.



Your timing must be exact for this trick to work.



You've been defeated, but at least you're going out in style!



Healing Trick

In Kirby Super Star, players gain abilities by inhaling certain enemies and pressing A. If you press A again, you'll create a Helper with that ability. As your Helper fights, it will slowly lose energy until it disappears. To restore your Helper to full strength, first press A to turn it into an item. Inhale the item and press A twice. Your Helper will reappear, good as new!



Don't wait too long before inhaling your Helper.



You can keep a Helper going into fatality!

CLASSIFIED INFORMATION



Hairdresser to the NBR

If you're looking for big heads and big hair, this is the place! The Shot Percentage code is tricky, so swing the Control Stick several times.

Rodman's Hair

The Bad Boy of the NBA exudes an air of mystery, but it's a new 'do in no time, bring him up in the Player Select window and press Pass. There are eight colors to choose from!



Shot Percentage

Hold Up on the Control Stick as you enter the Match-Up screen, then swirl it clockwise. The commentator will display the odds of making a shot in the space above the clock.



Big Heads

Hold Up on the Control Stick, Turbo and Pass as you enter the Match-Up screen. Look at the size of those boys' noggins! They're like oranges on toothpicks!



Power Special

To maximize your performance, first press and hold Shoot as you enter the Match-Up screen. Continue to hold Shoot and swirl the Control Stick clockwise.



Experts, shmesperts! If you've got an awesome tip or a killer code, send it in! We'll print your stuff alongside the pros' codes. So what are you waiting for? Warm up your brain pans, crack your knuckles and press those buttons!



Hades, Hades and More Hades!

You've probably seen these not-so-secret menus in MK3, but that's no reason to let UMK3 players go without! Besides, the code sequences are new!

Kool Stuff Menu

To access the Kool Stuff options, press Right, Up, B, A, Down, Up, B, Down, Up and B on the Game Start screen. You'll hear Kool's laugh if you enter the code correctly.



Kooler Stuff Menu

For even cooler options, press Up, B, A, Left, Down and Y on the Game Start screen. Quick Fowlies, Ice, Day-Afternoe Football, extra health and extra damage will all be yours!



Scott's Stuff

We don't know who Scott is, but he's got the coolest staff of all! Press B, A, Down, Down, Left, A, X, B, A, B and Y on the Game Start screen. Try Switcheroo and Dark Fighting for a real challenge!



Tournament Mode

To activate a two-player tournament, first go to the Game Start screen. Hold the L and R buttons and press Start. Caution: do not use Random Select with this code, or your game may freeze up.



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THE JUNGLE

GET & GO GUIDE

1. Shotgun
2. Fight in Village
3. Level 4 Key
4. Assault Rifle
5. Chronosceptor Piece
6. Level 4 Key
7. Auto Shotgun & Tek Armor
8. Level 5 Key
9. Exit to Hub Ruins

Most of this level is underwater and very confusing. If you keep to the right when you take a choice, you'll avoid it through safely.

At the gap in the walkway, look to the right and jump down into the ditch! From there you can drop a wire and find Tek Armor and Life Forces.

START

Pur-in Ambush

It may seem unharmed at first, but enemies suddenly appear before and behind you. Just the fall in the Last Land. On this straight stretch, just after you grab the arena and pay, two Pur-ins will appear, one in front and one in back. Have your Tek Armor ready to shoot. Each Pur-in will take two.



Look in the fire for arena and health, but watch out for the chronosceptor and traps. Now instead keep watching into the ditch, so you can easily.

At the edge of the ditch, look down to see a wooden stairway far below. Jump down to collect lots of Life Forces and Tek Armor.

Keep Your Eyes Peeled!

The cave entrance at the top of the wooden walkway can be easy to miss. You should face to the left to spot it. Take out the wrong commands, then go to the far end and jump down to the transport. Take the transport to a lodge where you'll find multiple Life Forces. Climb the vine from the previous area to escape.



The one railway you did, but it's worth the effort to reach. At the eastern edge of the plateau, you can jump down to a narrow ledge. Follow it to the end then jump over to the start with the second Chronosaptor piece.

Jump down here to the hidden ledge and then the tunnel is the next to reach. The one here requires a Bowtoss so have your little ready. At the end is a Level 4 Key.

LEGEND

Health.....	+	Cave.....	Water.....
Full Health.....	+	Ground.....	Level 4 Key.....
Ultra Health.....	+	Level 5 Key.....	Key.....
Transport.....	+	Level 6 Key.....	Key.....
Switch.....	+	Level 7 Key.....	Key.....
Bridge/Ladder.....	+	Level 8 Key.....	Key.....
Chronosaptor Piece.....	+	Level 9 Key.....	Key.....

To C

Jump to the right before the two pass, you'll find a gun barrel you can use. Use it. Follow the trail to reach the back-pick end of the arch.

Body traps are well hidden in here. The key in the cell holds a spiked branch that swings out. Try sneaking up on it from the left side.

After crossing the rope bridge you must take an up and then down. Throwing the in the 3 feet a 25% health and a cave entrance just beyond.

The Switch in the Wall

Inside the temple, you'll find ancient hieroglyphics on the walls. One of these is actually a switch that opens a door to a new chamber. When you touch the panel (which shows up on the map) you'll hear the door. The trick is to activate the panel then run to the open door before it closes and jump through. The effort is worth it since you get Tiki Armor inside.

Once you get the Chronosaptor Launcher to Level 4, you can return to this spot and blow your way into the next room. The 1 hole is Ultra Health, the 2 hole is Ultra Health, the 3 hole is Ultra Health, the 4 hole is Ultra Health, the 5 hole is Ultra Health, the 6 hole is Ultra Health, the 7 hole is Ultra Health, the 8 hole is Ultra Health, the 9 hole is Ultra Health.



THE ANCIENT CITY

GET & GO GUIDE

1. Take Transport A
2. Level 4 Key
3. Enter Passage 1
4. Take Transport B
5. Level 5 Key
6. Take Transport C
7. Auto Shotgun & Tek Armor
8. Chronosceptor Piece
9. Level 4 Key in Hub Rules

You can reach these roof tops from the main higher level by going outside the walls, you can easily visit and visit with items.

Spot the Snipers

The Ancient City seems to be the home of many of the Composer's henchmen. They're constantly appearing out of every hallway. You must keep watch all around, and keep your sound turned up loud enough to hear what's going on. Here at the edge of the city, the working henchmen are very active, so don't hang around. Take the water route inside the city walls.



To reach the towers on these floors you must visit the waterways of the city via the stairs, jump to the roof of columns, then hop from one to the next.

A Leap to the Life Force

Transport A delivers you to the top of the building which you find it. From there, jump out the open end of the roof and follow the trail of Life Force. On the most long walkway, you'll run into several guards and two Paras. You can grab Tek Armor in the store but where you first land.



You can go to the bottom of the map and if the pool to a level 4 key in the book.



START

Be careful when you visit the waterways, which leads to the area around Transport B. You have to take out a heavily armed henchman to proceed.





1 FFEND

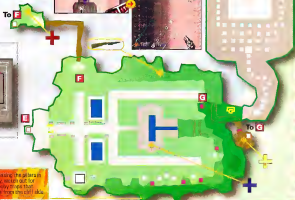
Life's Health	+	View	_____
Full Health	+	Cave	_____
Ultra Health	+	Water	_____
Transport	+	Ground	_____
Switch	+	Level 4 Key	_____
Bridge/Ladder	+	Level 5 Key	_____
Chronosceptor Piece	+		_____

After you've got Chronosceptor Piece, cross the way and that leads to Level Hunter, the false life and a Level 5 Key.

Jumping to the Chronosceptor



Save the game before heading out to keep from coming to colors Chronosceptor will make you start over. Take the left route to reach the Chronosceptor Piece. It's not as easy as it looks. Use the map and the game map to plan your route, and watch out for enemies who swoop in to attack you. The exit to boss (Long Hunter) is in the middle of this area on the stone platform.



THE RUINS

GET & GO GUIDE

1. Take Transports A and C
2. Level B Key
3. Take Transport K
4. Level G Key
5. Take Transport M
6. Take Transport J
7. Level G Key
8. Take Transport F
9. Chronosceptor Piece

Jump down and across the canyon from the ledge to reach the Grenade Launcher. But if you pick up a back pack, it will save you on the trip.

Two more Palis and a pair of cars maniacs guard this area, but the light can be worth the effort since you'll pick up a score of items.

Look Up to Live

Along the city's walls, a sniper nest. Use the assault rifle to pick them off as soon as you see them. It can be easier if you take the back stair route by going behind the warp-arch at the start of the level. You'll find the Grenade Launcher and an Ultra health before taking on the Hubs.



Jump onto the roof, then to the top of the ruined tower. From there, you can jump over to the green ledge and the Transport to B.

The explosion breaks the pillars cause the death of the pillar house. This pillar is topped by an Ultra health for the first.

The way to the pillar from Transport D and jump or walk to the other column. The bars are visible here in the 'To A' area.

The Chronosceptor is above the top of the pillar, but you can pick one up with a gun. You'll be on top of the building that houses a Perks.

Run out the High Priestess on the ladder to open the gate to the Transport and Level K Bay.

To G



To K



Go to a wall and let us go, we're on the way to meet the Level K Key that you find here. Move around a loop waiting in to the right. Be prepared for a biped attack.

A fence blocking the way guards the way gate to the key room. You can pick up the Arrows in the pool just before you get there and a backpack afterward.

Simply Amazing

The main strategy to navigate when you're on this map, but the trick is to get through it without taking a lot of damage. Bravura wait for you down many of the deadends. Your best bet is to run through it as fast as you can. If you want to clean out the nests, use a switch to quiet the opposition at once.



From the end of the preceding ledge, jump down to the trail across the canyon. On top, beat the Pulse for the Arrow. The War Gun is on the wall.

Is there a way you can walk straight through a solid wall and appear with a pulse and the Crack Launcher? The yellow flash signals when you pass through the wall and into the secret zone.

Follow the trail of arrows that have been cut and put on the map. This will lead you to Transport U and the key get.

To G



Transport U



L

To L

L

3

2

Armp the Waterfalls

Climb the outer ramp to reach the top of the waterfall in this zone. The Chiropteron Piece is on the middle platform, but the attitudes of Lingers will cause to be be ready for them.

Enjoy the beauty and a key can be used to reach the top of the waterfall on the map. You can see each if you want to reach the upper level.



LEGEND

Health	+	Vine
Full Health	+	Cave
Ultra Health	+	Water
Transport	+	Ground
Switch	+	Level 6 Key
Bridge/Ladder	+	Level 8 Key
Chiropteron Piece	+

THE CATACOMBS

GET & GO GLIDE

1. Defeat High Priest
2. Level B Key
3. Chronosceptor Piece
4. Take Transport A
5. Take Transport B
6. Drain Water
7. Level B Key
8. Fight Mantis for Level B Key

Climbing the Walls

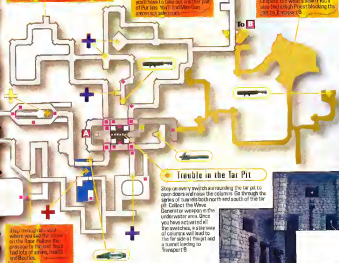
To reach the well-climbing robot, head along the right ledge. Mantas with his wings and flame-throwing stone heads makes the trip eerie. In the switch room, hit the switch, then climb the wall with protruding spikes just as if it were a wire. At the top, you can view, then jump to Transport A.



After an escape through the well hole, head off with Tak Arroyo. The wacky you go off to through the key can be a great deal.

Once you enter the secret corridor, you have to take out the pair of the key. You'll find the key in the secret passage.

The secret is filled with traps. Be careful! You'll also find High Priest blocking the way to Transport B.

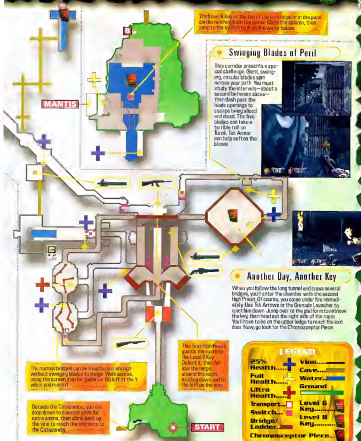


Trouble in the Tar Pit

Stop on every switch surrounding the tar pit to open doors and raise the columns. Go through the series of tunnels both north and south of the tar pit. Collect the Wave Generator or weapon in the underwater area. Once you've activated all the switches, a series of columns will lead to the far side. A tunnel will lead to Transport B.



After you get the key where you find the stone in the face before the passage to the well, you'll find lots of areas, health, and goodies.



The Level 1 Key is the first of the keys located in this level and is reached from the start. Grab the key, then jump to the switch to open the water below.

Swinging Blades of Peril

This corridor presents a special challenge. Giant, swinging circular blades spin across your path. You must study the water wells—shoot a second or fewer blades—then dash past the blade openings to escape being sliced and diced. The five blades can take a terrible toll on Turok. Ish Awar can help get on the blades.



Another Day, Another Key

When you follow the long tunnel and cross several bridges, you'll enter the chamber with the second High Priest. Of course, you come under fire immediately. Use Ish Awar or the Grenade Launcher to quiet him down. Jump over to the platform to retrieve the key, then head out the right side of the room. You'll have to be on the upper ledge to reach the exit door. Now, go look for the Chronosceptor Piece.



The two bridges can be reached just enough without swinging blades to damage. Walk across, using the screen, up for grabs. Go left at the Y when you reach it.

Outside the Catacombs, you'll drop down to a secret cave for extra items, then climb back up the vine to reach the entrance to the Catacombs.

This first high Priest guards the route to the Level 2 Key. Defeat it, then follow the ledge around this room, holding down and to the left on the stick.

LEGEND

25% Health	+	Vine	_____
Full Health	+	Cave	_____
Ultra Health	+	Water	_____
Transport	+	Ground	_____
Switch	+	Level 6 Key	_____
Bridge/Ladder	+	Level 2 Key	_____
		Chronosceptor Piece	_____

TREETOP VILLAGE

GET & GO GUIDE

1. Take Transports A, B and C
2. Level 7 Key
3. Take Transport F
4. Level 7 Key
5. Take Transport G
6. Level 7 Key
7. Chronosceptor Piece

If you jump down to the lowest peninsula, and then jump from one to the next, you'll find a cave with a Max-Gun inside. From there, you can continue down the canyon with all the secrets.

These platforms are covered with High Priests and Ancient Warriors. Once you destroy the Priests, explore along the edges of the platforms where you can find lots of ammo and health. Clear out the area before you go for the Level 7 Key above.



Exit the G.U.M. For once and only! If it's along the new path beyond Transport A, a few cannonballs try to slow you down.

A low barrier, but it guards the weak spot, leading to the lake area. Look at it using an Alliance or fast grenades, then reduce it by some.

By Land or Sea?

The waters of this lake provide safety for Korix as long as he stays submerged. But once you strike your land out, or ramp onto one of the many islands, you'll find what remains. Alliance Infantry are stationed on many points, guarding small areas of ammo and health. It's probably not worth the effort to defeat them, head for the big tree with the arch at the waterline. In an elevator will lift you up to the Treetop Village.



Hide in these trees and attack the Ancient Warriors and other objects that appear.



This last Level 7 Key is right at the top. Once you grab the key, lead up a ramp into a pit. Use a grenade to reach the occupant, then pick off the other enemies from there. You'll find lots of ammo and health as well.

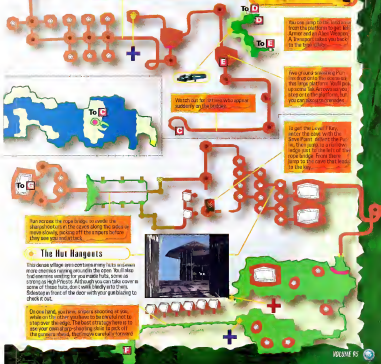
A High Priest appears on the narrow bridge. All he can do is yell at you with a gun that is useless as hell, so don't worry. You can get his job done by the form of a raptor, so long as you get to the edge before you put the bug. Then look up quickly as you drop it.

You can walk a bridge in the way back if you get the Level 7 Key by going from the upper hallway to the walkway below. Look for the stairs like the ones here. You

A spiked log spring traps that you can shoot or use to get across the spiral stairs. Beyond it, you'll find more of the small huts.

LEGEND

25% Health	+	Vine	_____
Full Health	+	Cave	_____
Ultra Health	+	Water	_____
Transport	+	Ground	_____
Switch	+	Level 7 Key	_____
Bridge/Ladder	+	Chronosceptor Piece	_____



You can jump to the level area from the platform to get the Armor and an Area Weapon. A Transport takes you back to the base.

You could switch from the drop on to the water as the large platform will pick up your fall. An Arrow can be used on the platform, but you can also throw grenades.

To get the Level 7 Key, enter the cave with the Spike Plant, collect the Pulse, then jump to a platform edge just to the left of the rope bridge. From there, jump to the cave that leads to the key.

Run across the rope bridge, or climb the slanted platforms in the cave along the path, or move slowly, backing off the ropes before they see you retreat.

The Hut Hangouts

This cave village area contains many huts and even more enemies nesting around it. You'll also find enemies nesting for you made huts, some as strong as High Priests. Although you can take care of some of these huts, don't walk blindly into them. Sidestep in front of the door with your gun blazing to check it out.

On one level, you'll see a group of you, while on the other you have to be careful not to slip over the edge. The best strategy here is to slip your own slip-slipping slide to pick off the guards ahead. But move carefully forward.

THE LOST LAND

GET A GO GUIDE

1. Take Transport A
2. Take Transport B
3. Fusion Rifle
4. Take Transport C
5. Rocket Launcher
6. Level B Key
7. Take Transport D
8. Take Transport B
9. Level B Key
10. Chronosceptor Piece

The Sky is Falling

As you move along the straight path, several rock slides will crash down. Slow down slowly and back up quickly when you hear the telltale sound of boulders. Just prior that, you must defeat a High Priest to trigger the appearance of another variety of floating stone platforms.



To C



If the High Priest had righter skills at all, it would take them only light each other. Let one finish off the other, then defeat the remaining enemy.

The High Priest guards a storehouse of a time blast if time continues. Head into the mine.

Before you can reach the Transport B, you must solve the puzzle. Destroy all of the Akas in the area. Then the pillars rise, leading to the mine.

To Triceratops or Not?

The triceratops can be triggered for the storehouse of stones that float in the sky. You can step on the switch on the lower ledge, grab the vice and jump down the slope. From there climb the wires, defeat the High Priest and jump over to the camera that is accessible by the floating stones.



Boulders rain throughout the opening area of the Lost Land. The best way to defeat them is to use your knife and item screen.

Jack believes the pillars to stick up like poles. You can back on Akas Weapons over when you reach the stage, so work.

Having made it past the desert area and into the mine before Transport D, you might think you've crossed a safe zone. Forget it. Six Akas in the party guard the entrance to the fortress. A box of grenades and a Grenade Launcher will get you on the top of the structure, at least you don't see them already. One grenade is the best way to stop up the Akas. Then prepare yourself for enhanced reptiles, a High Priest and a Heavy Cyborg. It won't get any better than this.

To A



As you head up the ramp, two fireball light traps change down to you. Grenades get the job done.

START

LEGEND

25% Health	+	Vine	_____
Health	+	Cave	_____
Full Health	+	Water	_____
Ultra Health	+	Ground	_____
Transport	+	Level 8	_____
Switch/	+	Keyp	_____
Bridge/	+	Chronosceptor Piece	_____
Ladder	+		

Look for a trail of Life Force that leads down the cliff side. Jump down to explore the fan club and reach the area where you find the transport to D!



The Sublim means don't like your Good Rocket Launcher. Light up the huge waves then transport back. You don't really need to go here.

Step on the switch, then run up the ramp to the elevator platform. Jump across to both to two Heavy Cylinders and collect the Ultra Health.

It's really riding the wave into your blast and weapons, such as the Good Rockets, against the Heavy Cylinders.

Attack from Above

You must drop down to the ledge just to the left of the strap bridge to retrieve the Chronosceptor Piece. Unfortunately, you must defeat two High Priors. Take the advantage by doing so there from the heights. You can pick up health, grenades, a backpack and Life Force, as well.



A series of platforms drops from the sky, providing you with a handy set of stairs. At the top is a room protected by one barrel and Alien Infantry.

A giant Heavy Cylinders guard the center platform in this room. Blast it with the Good Rocket Launcher while moving to avoid its shots. Then jump to the switch for a health bonus.

Step on the switch to send the elevator platform that leads to the final key. Look for diagonally striped wall sections to detect the eggs too.

HUB

FINAL CONFRONTATION

GET A GO GUIDE

1. Take Transport B
2. Take Transport F
3. Take Transport B
4. Take Transport E
5. Take Transport F
6. Battle the T-Rex
7. Battle the Campaigner

Defeat an enemy in each section of this track's chapter.

START

A

To B

To C

Cybags Everywhere!

Several Heavy Cybags and lots of Cybags, Staff Cybags and other annoying individuals can be found in this chamber and its upper level. The only reason to venture in here is to collect the Ice Armor and ammo, most of which is found on the upper ledges and in its lower tunnel. Go for it if you have plenty of health left up.

Two shockrops and a host of other enemies await you on this plain. Unless you avoid the shockrop near a turn, just avoid them whenever the tunnel.

Jump over the falls. Then spin your battle Transport B to reach the middle of the room and the last few gaps, including the Fusion Grounded Shockwave Cannon.

Jump from one of those platforms to the other to reach all the health. Jump when the opposite platform is in its lowest position.

Pass through the checkpoint in the middle of the track to activate the post frame.

The elevator drops down so you can take Transport B and other allies.

The only way to reach the health bonus in this high platform in this chamber is to climb the great track, the ramp to the pits. It's extremely off beat.

Whether you appear on a platform in the side of the room if you fall into the lava, an elevator at the southeast corner will take you back up.

The last platform has a health bonus on the top of the high block, but you can cross the track using the lower ramp and an elevator.

The right side of the gap-way looks shorter, but you'll only make the jump if you are toward the left side and don't go far back.



The Ultimate Test

You've practically reached the end at this point, which means that the traps will be set to launch the Staff Cyborgs, however, seem to be having a pretty fit back and it's best to attack the Alien Infantry, then go after the survivors. The upper rooms have lots of ammo, but they are guarded by Heavy Cyborgs. The 1st and 2nd Cyborgs are just ahead.



To T-Rex & Campaigner

You can collect plenty of health packs and ammo in this chamber, but the worst may not yet be over as you go. Prepare for a T-Rex and a Campaigner.

In the above area located below, you must take the upper route through the three sensor pads (red, blue, and green) like a sludge beast, then follow the tunnel opened. When you reach ledge, look for a trail of Life Forces leading downward. Jump down into the ledge below to find Transport F.



LEGEND

25% Health	+	Vine
Full Health	+	Cover
Ultra Health	+	Water
Switch	+	Ground
Transport	+	
Bridge/Ladder	+	
Chronoceptor Piece	+	

Here's to Your Health

The columned room, and the area just before it, contain many prizes, including 25% Healthboost items and lots of ammo. If you have over 100% on your health, stick to the outer edges of the room unless you must only Alien Infantry. If you're at the low 25% Health in the middle of the room, it's best to defeat a Heavy Cyborg.

Open the gate by wall a little room and in the tunnel part before you get here, by backslap while pressing the Top C Button.



OFFENSE

SQUARE UP

Your player has a better chance of scoring if he prepares his shot by squaring up in front of the goal. To square up, hold your Shot Button down for a moment before shooting the puck. You can increase your scoring chances further by moving as close as possible to the net, but the goalie might poke-check you if you do.

Hold your Shot Button for a brief moment to square up in front of the goal. The drawback to squaring up in front of the net is that your player is vulnerable to checking by opposing players, including aggressive goalies carrying big sticks.



ONE-TIMERS

A one-timer is a quick pass to a second player who immediately shoots the puck at the net. One-timers are considered the best way to score goals, since the first player draws the goalie out of position, giving the second player a better shot at the net. To execute a one-timer with a computer player, line up a pass with a teammate, then press the A Button and the B Button.



Some goalies are more effective at blocking one-timers from one direction than others. Watch your shots and look for weak spots. If you lead your stick and continually aim for it, you'll increase your chances of slipping the puck between the posts.

DON'T SWITCH GOALIES

Unless you're trying to handicap your team, don't change the goalies. Your team's best goalie is already assigned, and the game does not simulate slumps. Goalies who change goalies do so because they want to sub in their sentimental favorite or because they're desperately trying to halt your scoring streak.



Every goalie in the game can transform into an impenetrable brick wall, provided you're playing in Arcade mode and the goalie has necked five consecutive shots.



If you've ever tried switching a goalie, tap the B Button on top of your controller while you choose your player. Haste players cannot control their goalies.

THERE'S NO "I" IN TEAM

When the opposition skates away with the puck, join the chase and help your team. Many human players loiter by the goal on the other side of the rink, hoping for a long pass that will lead to a one-on-one session with the goalie. Don't let your team fight off self-inflicted power plays.



DON'T

Try not to be your victim's own teammate. Strategies for position return



ipping can be effective means forcing a turnover. You need to keep your eye on your tight teammates. The between friends your face and a

THE OPTIMUM OFFENSE

The optimum offensive lines are listed on the right. You can mix and match players between lines whenever you select a multi-player game, but you cannot select two players that play the same position.

PACIFIC

#1	#2	#3	#4	#5	#6	#7
COLORADO FORESBERG DEAMARSH YOUNG	VANCOUVER RONNING PAVEL BURE MOGLIYV	VANSEN KARIYA SEMENOV SELANNE	SAN JOSE TITOV ROBERTS FLEURY	SEATTLE ARNOTT MCAMMOND BUCHBERGER	SAN JOSE FRIESEN WHITNEY OWEN NOLAN	LOS ANGELES FERRARO KRISTICH GRANATO

Y2
PR
FE

POWER SHOTS

If you're playing in Arcade Mode, you can pull off super-scenic Power Shots if your player has Turbo Power. (A player has Turbo Power if the direction arrow beneath his skates is white.) To use your Turbo Power on a Power Shot, tap the bottom C Button and the A Button at the same time. Check out the Power Shot tips listed below.



Slide the puck into the net by skating between the face-off circles in front of the net before pressing the A Button and the bottom C Button at the same time.



Ignore the net by pressing the A Button and the C Button anywhere in front of the goal. If the goalie is prepared, he can defeat your timing shot with his stick.

MAKE A PLAY

If you're playing a multi-player game, you can design formations to befuddle the computer's defense and throw the goalie out of position. One basic play is to keep your players in a triangular formation in front of the goal and set up for a quick series of one-timers.



Skate into a triangular formation with one player at center ice and two other players on each side of the goal. This play lets you pass to an open teammate for an easy one-timer opportunity.



BE A TRIPPING DIP

A dip when you decide to trip-isolate a player if you may trip one of your teammates instead. If you like to use tripping regularly, make sure the Penalties option is off or you'll tumble right into the penalty box.



In this game, don't let your skates bite or lay, so you could potentially deep freeze with a single trip.

THE STEAL DEALS

Turnovers are the key to winning games when you're playing against the computer. You can check, trip, steal, or hook a player and force a

turnover, but you need to modify your strategy depending on the game's configurations. Do not hook or trip while the Penalties option is on.

Use a body check to knock your opponent away from the puck. Press the left C Button near your victim.



Press the top C Button to trip a player. Tripping works best when you have the Penalties option turned off.



Tap the B Button to attempt to steal the puck. Players with high defense ratings can easily steal it.



Tap the right C Button to hook a player and pull him away from the puck. Never hook while Penalties are on.



CENTRAL

ATLAN

#1	#2	#3	#4	#5	#6
FORWARD ERMAN MILAD DOROV	FORWARD ED OLCZYK DRAKE KOROLEV	FORWARD CONSON COURTHALL BRETT HULL	FORWARD ROENICK AMONTE JOE MURPHY	FORWARD MADANO MARSHALL GREG ADAMS	FORWARD GILMOUR MULLER GAGNER

#1	#2	#3	#4
DEFENSE LUNDQVIST HAYVECHUK LECLAIR	DEFENSE GRETZKY ROBITAILLE VERBEK	DEFENSE STRAKA DAVE LOWRY SHEPPARD	DEFENSE JOE JUNEAK PIVONKA BONORA

CODES

SUPER TEAMS

Ready for some real competition? On the Options Screen, hold down the L Button and press right C, left C, left E, right C, left C, left C, right C, left C and left C Button. When you go to the Team Selection Screen, you'll see four super teams, including USA and Canada teams.



TV TIME-OUT

And now a word from your game's sponsors. Peruse Wayne Gretzky's assortment of scrolling advertisements by pressing the Z Button on any Options Menu screen. This commercial break won't work if you try pressing the Z Button on a game-play menu screen.



TWO-PLAYER PRACTICE MODE

You'll need two controllers to enter two-player practice mode. On the Main Menu, highlight Practice Mode and hold the A Buttons on both controllers at exactly the same moment. This allows you to practice your moves with another player.



INVISIBLE PLAYERS

Pause the game during the opening face-off, then select the Replay option. You can make a player flash by pressing the L or the R Button. While the player is flashing, press the Z Button. You can do this with each player on the ice until your entire team is invisible.



CHANGE PLAYER'S PHYSICAL ATTRIBUTES

Press and hold any C Button while on the Options Screen, then tap the R Button. If you entered the code correctly, 16 zeros will appear at the bot-

tom of the screen. You can change the zeros by pressing the C Buttons. Enter the codes below and play your game a whole new way!

SMALL HEADS	GIANT HEADS	SMALL PLAYERS	GIANT PLAYERS SMALL HEADS	GIANT PLAYERS GIANT HEADS
1100000	0100000	1010100	1101100	0101100
GIANT PLAYERS	SMALL PLAYERS GIANT HEADS	GIANT HEADS	DIFF. VERSION SMALL PLAYERS	DIFF. VERSION GIANT HEADS
0001010	0110010	1000000	1110100	0100100

ATLANTA

#5	#6	#7

SYNDRA ANDREYCHUK RICHIE

BRADLEY YSERAERT SELIVANOV

SEMAK DEBEX KING PALFFY

NORTHEAST

#1	#2	#3	#4	#5	#6

LEMIRUX MILLER JAGR

ADAM OATES CAM NELY TOCCINET

TURGEON DAMPHOUSE RECCHI

LAFONTAINE AUDETTE JASON GWWE

SANDERSON SHAMAHAN NIKOLOSHIN

DAIGLE CHORSKE ALFREDSSON

DOOM

COMING SOON TO YOUR
NINTENDO 64 FROM MIDWAY





NINTENDO
POWER

WAYNE GRETZKY'S 3D HOCKEY

Are you looking for a winning game plan to get your team in the play-offs? Power has the offensive and defensive strategies, top player picks and cool codes to improve your hockey skills.

FISTS OF FURY

Beneath each player's name is his Anger Meter. As your player is checked, tripped, hooked or blocked, his Anger Meter will swell to the breaking point. Do you know how to defend your team's honor when the gloves hit the ice? Check out these important scrapping strategies.



HEAVY HITTERS

Grabbing and pulling or enforcing an opponent's approach will inflict the most damage. Use FIGHT, but both attacks can be easily broken up with timely pins and punches. To grab and punch, slide in close to your foe and hold the A Button while pressing the B Button. To execute an approach, hold the A Button and press the bottom C Button. These moves are best for defending in front hockey situations.



STING LIKE A BEE

Tap the A Button to jab your opponent. Double tap punches, jabs will disrupt your opponent but inflict only minor damage. Try using a ring around jab to better counter with your own grab or approach.



Press the B Button to release a punch as your opponent. Swift punches inflict very little damage, but you can use the move to sting an opponent or lay your foe from grabbing you.

"...AND THAT'S THE NEW JERSEY DEVILS, MA'AM."

Game counselors at Nintendo's Call Center have received a number of calls about a player named "Salon" at the Edmonton Oilers line up. Leaping Lucifer! Old Old Nick trade in his pinned pitchfork for a hockey stick! While the devil might have made them do it, Midway's developers didn't have a picture available of Nikolay Salon, a 6'11", 176-lb., Slovakian forward for the Oilers, in time for game production. Game counselors and Midway insist that all of the players in Wayne Gretzky's 3-D Hockey have skates, not hooves.



ENTER THE RIFT



According to legend, when our universe was created, a Master Key was forged to lock away the infinite powers of the cosmos and all its secrets. The Key was broken and each piece was cast into different clades of reality for safekeeping. These realities are connected by one-way portals, or Dark Rifts. Only individuals who possess a fragment of the Master Key may traverse a dimensional threshold. Upon crossing, the Dark Rift will seal itself and disappear. The ancients say that when the pieces of the Master Key are reunited, the dimensions will converge to reveal the true center of the universe. This point of convergence is called the Vortex. Only the holder of the completely reformed Master Key may step into the Vortex and claim its immense powers.

Turn the page, and enter a new dimension...

...of tournament fighting, via Tekken's Dual Stick and the new full polygonal, 3-D tournament fighting game for the Nintendo 64. Scheduled for release in the early summer of 1999, the developers at Namco had only a half year to let our posing reporters sneak a peek at their cluttered desks. Peer over the shoulder of the programmers and artists at Namco. Discover that Namco's eclectic array of warriors and learn about their historical places. By accepting character sketches, sketchy photos and background artwork drawn about these desks will leave you ready for interdimensional, hyperdimensional combat.

WARRIORS OF THE RIFT

TO: All Employees

SUBJECT: WARRIORS OF THE RIFT

There are eight fighters in the game, four males—if you consider Morpho to be a male—and four females. Each warrior has his or her own reasons for entering the contest, but game players won't learn all the characters' secrets until they complete the game. A few warriors are supposedly working together with other contestants in the tournament, but it's doubtful those shaky alliances will last as the Endless acquire pieces of the rift.

No one knows what the rift is made of.



KRONOS DEVELOPERS MAY HOLD KEY TO UNIVERSE AND FIGHTING GAMES

Pendleton, CA (AP)—The sun set on the Pacific hours ago, but the fluorescent lights are still blazing brightly across all 2,000 square feet of the bustling office at Kronos Digital Entertainment, Inc. Sixteen-hour days are the norm for the light-as-employment... team adding the finishing touches to Dark Rift, a 3-D, Nintendo 64 tournament fighting game (about interdimensional combatants battling for the key to unlocking the

secret of the universe).

"It's incredible to see the whole thing come together," captures Andy Koo, the Attention Technical Director for the project. "Over a year ago it was on paper, and now we're moving characters around and we're playing the game, with everything in there. It looks 'nd phys better than we'd ever imagined." And it should—Dark Rift features now animation technology never attempted on console video games. When



The Kronos animation team takes a breather during a routine capture session.

gamen right into the middle of the action. Each warrior in the game was modeled with "real" actors on a state-of-the-art optical motion-capture system. The motion is delivered at a whopping 60 frames per second (FPS).

KRONOS CHARACTER PROFILE

AARON

A member of the Colonial Commando Special Task Force, Colonel Aaron Maverick has been ordered to save the earth by retrieving the Core Prime Element from Sarsark. The Core Prime Element is the only thing that can save the war ravaged planet. Maverick is a weapons and explosives expert. He is equipped with the MFG-16, the latest design in assault rifle weaponry. "The MFG actually stands for Magnificently Fun Gun" quips Wamock.





KRONOS CHARACTER PROFILE DEMONIA

A minion of the Dark Dimension, Demonia Groux is on a quest to retrieve the Core Prime Element for her evil master, the Lord Demon Demitron. Years ago Demonia was captured by Sansok and she revealed the secret of the elements in order to spare her life. Seeking revenge, she has returned to fight Sansok for the Prime Element. "Demonia is really tough," explains Wernock. "She's kind of an in-close scrapper because she has the shortest range in the game. She has this brutal, in-your-face, style of fighting."



Incorporate elements of all Chinese legends and stories into Dark Fight plot.



DARK FIGHT PREVIEW

Use red as the color on hit or impact sprites. Red creates more heat and emotion than any other color.



KRONOS CHARACTER PROFILE MORPHIX

Morphix is pure energy and origins. It's speculated that he came from the Light Dimension and even that he carries the Light Prime Element, but nobody really knows why Morphix is in the contest. "He's not really here to challenge anyone," explains Stan. "People who don't understand him attack him and he's forced to defend himself. A lot of Morphix's moves are three dimensional and, in a way, really loose. He can spin his head all the way around and his body physically morphs."

"He can do this because he doesn't have a normal hero structure like the other beings in the game," adds Ted. "He is a lot character and his stretching moves give him good range."



"We thought that a 30 fps engine would make the animation look too choppy," said Ted Wernock, Animation Director at Kronos. "A faster engine had never been tested before, but our engineers optimized the programming code, so now not only do we have 60 fps, but we have lightning effects, fog, real shading—we have everything and it's incredible." Superheroes like 'Incredible' do not flow easily in a company comprised of discriminating game enthusiasts. "We have a lot of fighting aficionados at Kronos," adds Wernock. "These guys, myself included, will sit down and play fighting

Animation Director Ted Wernock is fitted for an aprical motion-capture session.

games for hours."

"Actually, Ted would lose for hours," joked Stan Liu, Executive Producer at Kronos. "There are a lot of specific elements in many fighting games that we like, and we picked the best attributes that technology and the game industry have to



offer, then we added our own touch with extra stuff from our personal wish lists." The Kronos team balances their hours of hard work with a sense of humor and fun. This theme is also reflected in their product.

"We wanted to have endearing characters that had some humor to them, but at the same time were dark and mysterious," adds Wernock. "It's a serious fighting game but we didn't take ourselves too seriously when we made it."

The name of the game is fun, and with its intense playing system, Dark Rift's high levels of 3D motion human player, there's something in this game that will draw you back to its planet. Through, Scarf always find him, in your own circle of reality, to step through the rift and seek the victory of the power that feeds on it.

KRONOS CHARACTER PROFILE

SCARLET

An official custodian of the Core Prime Element, Scarlet Zestl was removed from her post when the tyrannical Sunark decreed that females were unfit for using the relics. Scarlet vows to destroy Sunark and declare herself Empress of the Chosen Ones. She shares technological advancements and is very fond of classic weapons and ancient warfare. "We're tired of the female stereotypes in other fighting games—they're all feminine, agile, really cutesy or just subdued," said Warnock. "We wanted a strong-willed, powerful female character. Scarlet is slower but much more powerful than the female characters encountered in other titles."

KRONOS CHARACTER PROFILE

GORE

Axe-toting Gore of the Highlands is the champion warrior of the Planet Daxdos. The King of the Daxdos decreed to his subjects that they are the rightful owners of the Core Prime Element, and ordered Gore to recover the relic. "Gore is your classic muscle man," said Liu. "He's not particularly smart or fast, but he's very strong. His attacks have to be planned and timed, but when you make a connection, the damage can be pretty devastating." Gore's projectile attack is different from all the other characters in the game—he stomps on the ground and creates a shockwave that radiates outward in an expanding circle.



If this game takes off, we'll have to get a proposal together for a sequel.

FIGHTING DA AGONY OF DA FEET

Developers who push the envelope of creativity often break rules or resist convention to produce innovative effects. The game designers at Naïve did all this and defied gravity while creating the fighting action for Dark Rift. "We were doing optical motion capture for our bestial characters—they have an awkward foot and ankle structure," explained Ted Warnock. Motion capture is utilized in game design to create realistic images of each character's

spin, circular side-steps and elaborate attack combos. "The beast-like warriors have animal ankles as opposed to human ankles, so we had to get the actor's foot up off the ground. We have this guy here—he's this huge, lovable, lug of a guy and is incredible precise—basically a Steve Knox. This guy is an ex-football player from Texas who is about 6'5" and weighs almost 300 lbs. We wanted him to do the motions for our bigger characters, but we had to spend some time talking him into jumping and twisting

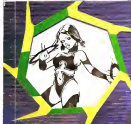


Actor Steve Knox provides instruction on how to move. Ever the great one.



A computer camera records the motion of the reflective orb in Steady as the plus an imaginary opponent.

around wearing this outfit made up of black Spandex and high heels in front of the cameras." Knox was probably more concerned about maintaining his balance than what his girdron buddies in Texas thought about his unusual and precarious assignment. After all, the bigger they are, the harder they fall.



KRONOS CHARACTER PROFILE

NIKI

Niki is a trouble-making princess from the jungle City of Farlan. She ran away from home after her over-protective parents forbade her from leaving the palace. No one knows NIKI's true identity. She was trained by the best warriors in Farolan, and she is a master of Inverse Klamatics, the art of applying balance and leverage to displace a foe's momentum against himself. "NIKI's here for the fun and adventure, but she has no idea about the danger she's in," said Stam. "She doesn't care about the Rift."

"Yeah," adds Ted. "I guess she'll make the Rift into an earring or something if she wins."



KRONOS CHARACTER PROFILE

EVE

Years ago Eve was the head researcher of Sonark's secret project to create a race of Sentient Integrated Droids. When a batch of droids malfunctioned and went berserk, Sonark ordered his forces to destroy all traces of the secret laboratory on the Planet Elin. Mortally wounded while fleeing the kill, Eve spent the last moments of her life transferring her consciousness into a highly advanced prototype droid. The Prime Core Element is the only thing that can repair and restore her human body. "Eve has a lot of special moves, she's lightning quick and she has rage, which makes her a really nasty opponent," Warnock said.



DARK RIFT PREVIEW



KRONOS CHARACTER PROFILE

ZENMURON

No one really knows much about Zenmuron since no one ever survived an encounter with this mysterious warrior. There is speculation that Zenmuron belongs to a secret society that teaches warriors lethal Ninja techniques combined with Samurai style, but nobody knows the intricacies of this clandestine organization. "Zenmuron is a lost character. He has a very long reach and lightning swift kicks, plus an even balance of high and low attacks," said Warnock. "If you know his moves, he's one of the most devastating characters in the game."

TO: All Employees

SUBJECT: NINTENDO POWER VENTURES INTO THE RIFT

Nintendo Power editors will be calling and asking for information about each character's special moves for another upcoming magazine article. We will assist them with the specs of moves, grabs and projectile attacks, but it's important that no one mentions anything about the hidden characters in the game. Dark Rift is a huge game with multiple endings and surprises. With all this hidden stuff, we can probably get the folks at Power Magazine to talk about Dark Rift in several magazines, right?

WANTED BUG KILLER



ALIAS: GAME TESTER

So, you want to quit (for good) for a living? It's not all about fun and games...it's about getting rid of programming bugs, a known saboteur. We apprehended and interviewed a handful of game testers, as well as former bug killers who have discovered that we could do bigger business in the gaming industry. If you think you might want to get involved in this, too, witness their testimony as and judge for yourself.

WANTED FOR BREAKING INTO THE VIDEO GAME INDUSTRY

WE STARTED OUR INVESTIGATION BY HITTING THE STREETS TO FIND OUT PEOPLE'S THOUGHTS ON GAME TESTERS. "THEY PLAY GAMES FOR A LIVING?" WAS THE USUAL REACTION. THE GAME TESTERS' USUAL REPLY WAS "IT'S NOT ALL FUN AND GAMES; IT'S ALSO A LOT OF WORK." AND, AFTER STAKING OUT THE GAME TESTERS HERE AT NOA, WE DISCOVERED THAT, FOR THE MOST PART, THE TESTERS' STORIES CHECKED OUT—THEY DID WORK HARD, BUT THEY WERE ALSO GUILTY OF HAVING FUN.



NOA'S UNUSUAL SUSPECTS

At NOA, demo versions of games are first tested in the Tree Branch before being tested by the Final Approval



Testing Department in the Tree Branch, testers like Robert Johnson and Melvin Fornet spend, on average, three to five months playing a single game to uncover all of its

and testing the game's compatibility with various hardware. Eli and Sharon also act as "involuntary police," monitoring games' content. Since the Final Approval Testers spend only a few days on each game, Eli tells us, "The biggest stress is mastering the game." So maybe bug-killing is almost all fun and games, but it's not for everyone.

"Anyone can play video games, but not everyone can find bugs," Robert says. "The best way to learn how, Sharon tells us, is to learn about the industry from the inside. Sharon, like most testers, worked her way

bugs. They're on the lookout for distorted graphics, lock-ups, or anything else that may be under suspicion for preventing smooth game play. Bug killers play a game at each stage of its development, retesting as soon as the programmers add a new level to it. Usually, testers have no instruction manual to help them figure things out, but that's part of the fun.

They have to play the games in unusual ways to find bugs. "Instead of just playing, you have to do all the weird stuff," Robert explains. They won't find any bugs if they just play through a game the way the average player does, because that's when the obvious bugs have already been robbed. So when bug killers test games, they play through the levels backward, drive off the courses, bump into walls, or try to defeat bosses with the weakest weapons.

Testers keep tabs on the bugs they find in a bug log, writing down all the details of the defects and how they made them happen. It's not a bug unless it's a repeat offender, so testers must pay attention to precisely how they caused the glitch.

Once the developer finishes programming a game, and the testers in the Tree Branch have debugged it, the game is submitted to NOA's second testing group, the Final Approval Testing Department.

There, testers like Eli Wolff and Sharon Pfeife play completed games for about a day and a half, double-checking for bugs



THE BUG KILLERS: Eli Wolff, Sharon Pfeife, Robert Johnson, Melvin Fornet

up to being a tester, starting out as a temp answering phones at NOA and giving game tips to troubled callers. But before coming to NOA, Sharon had barely played video games. Robert and Eli, on the other hand, are guilty of being video game fanatics, so when they heard these were openings at NOA for game counselors, they applied and snagged the jobs.

Melvin broke into the industry when he was discovered at the Nintendo Powerfest '90, a video game fair held at the Seattle Kingdome. He played his way into the semi-finals of the gaming com-

petition and, soon after, was offered a game counseling job at NOA. As a counselor, he had to prove himself to be knowledgeable and attentive. Only then did he get the chance to become a tester.

PROFILE OF A BUG KILLER

What's it like to be a bug killer? Here's what you need to know to live like a bug killer.

STRONG ATTENTION TO DETAIL

When testers receive bugs, they must remember each detail leading to it. Why?

GOOD COMMUNICATION SKILLS

Testers need to describe bugs as detailed as possible to the game developer so that they can quickly solve the problem.

LONG ATTENTION SPAN

Bug killers have to play a game for weeks, sometimes months. It's a lot of time, so you need to be patient.

PERSISTENCE

Testers must be persistent when they've been interested because they may be the only person who can find the bug.

CREATIVITY

To find more bugs, bug killers are looking for unusual ways to play the game. It's not just about playing the game, it's about finding the bugs.

CONFIDENCE

Many testers are confident in their ability to find bugs. They know that they can find bugs if they try hard enough. They also know that they can find bugs if they are persistent.

VIDEO GAME KNOWLEDGE

Testers must have a good understanding of video games. They must know the rules of the game and be able to play the game well.

COMMUNICATION SKILLS

Testers must be able to communicate with the game developer. They must be able to describe the bug and provide the necessary information to solve the problem.



NCA BUG KILLER RAP SHEET

HERE'S THE GAME
TESTER'S M.O.:

The Tree Branch begins the testing process:

1. The developer, the game team, and you all agree together on one set of screen objectives, lock-ups or any other bugs.
2. Assign the objective(s) to the testing team. Download, re-install, play the game.
3. Write detailed notes about the bug.
4. Email the developer of any bugs. The game developer must then fix the problem and re-install the game for you to test.

The Final Approval Team then finish the testing process:

5. Use your checklist with various members.
6. Make sure games meet content standards.
7. Play through the game, just write down what you find the bugs.
8. Write up the bugs on the bug sheet.

Testers may also do the following:

9. Report to someone you trust if you're having difficulty getting into the game or you're having trouble with the bug checklist. Ask for help if you need it.
10. Give suggestions for the game if you're a fan of the game. A team of programmers will take your suggestions and make them into the next version.

BUG KILLING IS A GREAT WAY TO BUST INTO THE VIDEO GAME INDUSTRY. IT CAN LEAD TO SUCCESSFUL CAREERS IN OTHER FIELDS LIKE GAME PROGRAMMING OR PRODUCING. WE APPREHENDED TWO FORMER BUG KILLERS WHO ARE NOW WORKING IN THE VIDEO GAME INDUSTRY'S MOST WANTED CAREERS.

WANTED



NAME: SCOTT PETRAS



FORMER BUG KILLER AT MINTENDO OF AMERICA

Currently Bug Chasing to Lead Game Programmer at Sculptured Software

Scott used to test games, but now he's an indie programmer. He and other testers are checking his work. As Lead Programmer at Sculptured Software, Scott's worked on several games for Nintendo systems, such as Ren & Stimpy: Time Warp, Mortal Kombat II, and SoulCalibur DSX. Currently, Scott's working on titles for other platforms, including NBA Jam Extreme II and NHL Breakaway. He's come a long way from his humble beginnings as a game tester, but bug killing gave Scott the foundation he needed to succeed in programming.

"Creating endless games for NCA, Scott began thinking, 'Maybe I could start programming!' And why not? He was familiar with video games, how they work, and what makes them fun,

and he had first-hand knowledge about the swarms of nasty bugs that infect them, too. So Scott tested his programming skills and left NCA to cofound Lobotomy Software in 1992. Soon after, Scott moved to Sculptured Software to be a programmer.

Scott's advice to anyone who wants to follow in his footsteps is to pay attention to the bugs and learn from them, then apply that knowledge to move up in the gaming industry. "Computer knowledge also makes you more valuable to game developers," Scott insists. "The industry is very competitive. 'The more you know about the theory of games and sprites, how the screen gets redrawn, where to expect problems, and how to think analytically,' he says, "the more valuable you'll be."

BUG COLLECTION

Bugs are always on the growl, so we put out an A.P.B. to round up some pesty problems that can prevent a game from being approved.



LOCK-UPS

A bug can cause the entire game to come to a screeching halt, freezing everything on-screen.



DEFECTIVE AUDIO

Some bugs are silent; others can cause audio problems that can be as noisy as crickets.



BLACKOUTS

Like lock-ups, these stop the game, but they also make the screen go black.

WANTED



NAME: JEREMY AILEY



FOUNDER, BUG KILLER AT DISNEY SOFTWARE AND INTERPLAY

Currently: *Software Producer at Interplay*

"Having this tedious job and you can get bored?" Jeremy tells us. "Luckily for him, he broke free from the tedium to eventually become a producer at Interplay. Jeremy now coordinates the various aspects of creating a video game, including budgeting, scheduling, contracting, and sometimes even its programming. (Currently, he's responsible for making *Clay Fighter 63 1/2* for the N64, which you can read more about in this month's preview.)

Jeremy admits that testing was boring for him, but he asserts that drive and a love of games will help see you through. "If you have a passion for the industry, then you belong here," he says. "There's a lot of hard work involved, but if you have ambition and

a computer at home, then you're probably headed in the right direction." Passion for computers and videogames landed Jeremy his first testing job at Disney Software. Though it's his job at Interplay that has made one of his first testers. His dedication to the cause, along with his creative talent, then earned him promotions, until he finally snatched up the producer position.

At Interplay, bug killers are required to test for a year before they can move up to the lead tester position. Only a lead tester can move further up the ladder. Jeremy climbed to the top of the ladder to become a game producer at only 26, and his start in game testing helped him get there.



THE VERDICT

IF YOU LOVE PLAYING VIDEO GAMES AND DON'T MIND HARD WORK, GAME TESTING MIGHT BE A JOB FOR YOU. IT'S ALSO A GREAT WAY TO GET STARTED IN THE GAMING INDUSTRY, TEACHING YOU THE INS AND OUTS OF THE BUSINESS AND TECHNOLOGY. BE PREPARED TO WORK YOUR WAY UP. MANY COMPANIES DON'T START EMPLOYEES AS TESTERS, INSTEAD PROMOTING EXISTING EMPLOYEES TO THE POSITION. BUT IF YOU HAVE THE BUG FOR GAME TESTING, IT'S POSSIBLE THAT YOU COULD ONE DAY BE PLAYING GAMES FOR A LIVING AND EVENTUALLY BE MAKING GAMES, TOO.



GRAPHICS CORRUPTION
Crickets can distort pictures, drastically skewing images or warping them into wild, wavy patterns.



HARDWARE INCOMPATIBILITY
Some bugs prevent games from functioning properly with controllers or other hardware.



INAPPROPRIATE CONTENT
Not actually bugs, but objectionables such as profanity can plague a game, and testers must exterminate them.



PROBLEMATIC SCORING
Programming errors can cause some games to tally points or save data incorrectly.

SUPER METROID

TIME TRIAL

MINUS THREE HOURS

Greatness isn't something you find lying in the gutter waiting to be picked up. You have to earn it. Greatness in Super Metroid requires enough knowledge and skill to cruise through the game in less than three hours. You'll find the knowledge in the next six pages. The skill is up to you.

© 1994 Nintendo



Saves should be equipped with at least 70 to 75 Missiles and 8 Energy Tanks at the end. You'll also need special weapons to get through later areas.

RACE TO TOURIAN FOR THE BEST ENDING

Super Metroid ranks as one of the finest pure action games ever made, but most players never get to see the best of the game's three endings. To reach that all-but-mythical goal, you must defeat the Mother Brain in less than three hours of game time. It's not going to be easy, but if you focus on getting only the essential items and defeating nonkey enemies, you can do it. Power is here to help. We've listed all the steps you need to take, but taking them doesn't ensure a fast time. You still have to defeat haddos quickly and make the jumps. Our maps, tips, and game play sequences will be your guide. Before beginning play in any area, study the map and the call outs that describe the essential steps you must take. If you have questions or you get lost, pause the game so the clock stops while you check this sidebar review for the correct procedure or path to follow. Another strategy to follow is to save only the best times when you go through an area. After checking out the area and learning where you have to go, start over and record the faster time when you're done.

MAP KEY

- M** **MISSILES**
All extra Missiles to your total capacity count down Missile tanks. There are 40 tanks and 230 Missile contents.
- M** **SUPER MISSILES**
Super Missiles pack more punch than ordinary Missiles. You can collect 54 in all.
- E** **POWER BOMBS**
Collect Power Bombs to blow a crack yellow doors and certain blocks. You can find 58 in the game.
- T** **ENERGY TANKS**
Energy Tank keys count toward your total. Power can be found. They become unusable by 80.
- Q** **HIDDEN PASSAGES**
Hidden Passages link the odd worlds, but you can pass through them with a power marked by the symbol.

C **MISSILE CHARGE**
These Missile Charging Stations refill all of your Missile Tanks.

D **MAP COMPUTER**
Plug into these devices to restore an area's map before leaving the current area.

E **ENERGY CHARGE**
Fill up all of your Energy Tanks using these charge stations.

S **SAVE POINTS**
Save your progress at these stations. Save your lowest time on the list.

T **RESERVE TANKS**
Four extra tanks can be used to back up the primary Energy Tanks.

CRATERIA

1 From the start point in the Map in Crateria, go left to the red key and then down to the main elevator leading to the boss, which is marked by the **1**. Here, there are two other generated spots to keep in mind. Always look for the corresponding key items on the



map to help you find your location. In some spots, you'll be returned to previous rooms, which means that you should return to those locations if you ever become lost and need to spend time searching for a location, don't worry. Just don't miss the quest. Once you find the correct area, start the quest over from the previous Save Point and go directly to the correct location. In that way, you'll always keep your time fast!

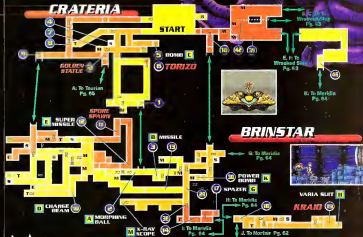
2 Just to the left is the Morphing Ball (A) jump over the rock pillar to reach it.
3 Go to the right and down to find the last Missile (B).

4 Return to Crateria on the elevator and save the game.
5 Get the Bomb (C) next.

6 Use the Bomb by shooting the five Collect the Energy and Missile in the room (E) through.

7 Save again as if it were to get the Missile below the Save Point.
8 Go up and bomb to the left. At the bottom of the wanted tunnel is an Energy Tank.
9 Continue left to the Brester elevator

CRATERIA



BRINSTAR

10 From the elevator, go to the bottom of the shaft. Go through the red door and continue right. Use bombs to blow through the wall. Go to the bottom of the big chamber, cut the Missile, then blast down into the room with the Charge Beam. Cut off the way to the top of the chamber to the Save Point.

11 Defeat Spore Spawners by attacking the giant with Missiles when its mouth is open. You can fill up on Missiles and energy during the fight by shooting the thorns. When you defeat the wig, go up out of the

room, right, then down the hole into the tank.

12 Cut the Spore Missile and use the Super Missile to open it. Upon the green doors the thorn thorn blows what you got the Charge Beam.

13 Go right and down in the spiral room, shoot under the space.

14 Continue down. At the bottom, change your Missile, then go to the right.

15 Pass through the way very easy to reach the elevator down to Norfair.



then get the missile tank up to the right and so. You'll have to defeat the Spore to open the gray door. Go across the tunnel to the Save Point and save your progress.

16 NORFAIR
17 Go down on the left wall. Blast the red door and get the Energy Tank. Use bombs through the floor and continue to the right.

18 Get the Missile Jump Bomb (D).
19



VARIA BLITZ (H)

KRAIO (I)

J. To Norfair Fig. 62

I. To Norfair Fig. 64

H. To Norfair Fig. 64

G. To Norfair Fig. 64

F. To Norfair Fig. 62

E. To Norfair Fig. 62

D. To Norfair Fig. 62

C. To Norfair Fig. 62

B. To Norfair Fig. 62

A. To Norfair Fig. 62

10. To Norfair Fig. 62

9. To Norfair Fig. 62

8. To Norfair Fig. 62

7. To Norfair Fig. 62

6. To Norfair Fig. 62

5. To Norfair Fig. 62

4. To Norfair Fig. 62

3. To Norfair Fig. 62

2. To Norfair Fig. 62

1. To Norfair Fig. 62



11 Return to the victory area in Brador and jump up to reach the Speed Boost or if you want it, the Speed Dash. In this case, you don't have much time, so hurry in. On the way back, you can have directly to find the Knack and go Knack.

12 As the top of the Norfair Silver, use a Super Missile on the right wall to enter the main level area. You can blast another in your way to the right and up to the Save Point before going against the Knack (then it can't be used) a few more. To enter the final room, use the Speed Dash (or Super with three Missiles). The system will be replaced by a blue door.

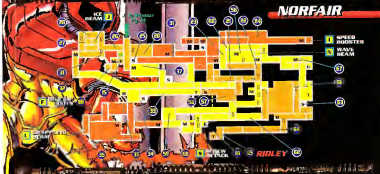
13 Defeat Knack using Super Missiles. In this case, you can't take the missile. For this, use an energy bonus (a Super Knack chamber to the right you'll get the Mega Star). Save the game at the Save Point to be located above Knack's chamber. Then get the Energy taken the



bar, then go up in the bubble room to the left door and the Save Point.
21. Enter your way down through the red floor. Then take the door leading downwards. Go to the bottom of the shaft and right into and through the lava in a series.
22. Jump up through the ceiling shaft and enter the door on the left. Cross the lava in Whirling Roll form on the floating platform.
23. Jump up in the rocky shaft, take the left door, go into the bubble area and fill up with

energy in the room with the bars.
24. If you want to go to the right, go through the right door on the right. Then through the long way down.
25. Enter your way down through the red floor. Then take the door leading downwards. Go to the bottom of the shaft and right into and through the lava in a series.
26. Jump up through the ceiling shaft and enter the door on the left. Cross the lava in Whirling Roll form on the floating platform.
27. Jump up in the rocky shaft, take the left door, go into the bubble area and fill up with

energy in the room with the bars. Use this as a bar lead through out the game. So doing, you can fill up your tanks for the right of your life, and you can go to the right (then).
28. Go through the right, green door and Dash along the ceiling floor to reach the Speed Dash.
29. Go back to the left, running the ramp, then return to the area near the elevator. Save your progress.
30. Enter the top left door and Speed Dash beneath the ceiling doors. Continue left and upward.



NORFAIR

- 1 SPEED BOOSTER
- 2 WALL BEAM

27 From the top left, enter the blue door, bend down on the narrow passage, and you can enter the room on the right where you can find a Super Missile. Use it on the Knack. Save the game at the Save Point.

28 Return to the area, and the ball with the rock you'll see.
29 Climb up the shaft using the Ice Beam to freeze the Robots, and you can then enter the jumping platform. At the very top is a door leading to the right.



pushing and holding a 100-yard object by a stick, jump and shoot to escape.
30. Bomb down into the red rock shaft and enter the green door. Use the room of nuclear plants and use the Power Bomb (G). Use a Power Bomb on the wall above the stairs and get the Missiles.
31. Return to the top Save Point in Norfair and save the game. Go back down and to the left in the room with the bars and drop from the ceiling and Speed Dash beneath them to the left. Use a

long stick to push the object down. The room above the light at the bottom is a trap. Use the Power Bomb to destroy the trap.

Super Bomb on the floor. Go all the way to the left and down.
32. From the bottom of the shaft, go through the door and Dash to the right. Don't stop until you reach the room with two doors.
33. Before moving on, go up and to the left to the Elevator. Use the Green Beam to reach the top of the Elevator. Use the Green Beam to reach the top of the Elevator. Use the Green Beam to reach the top of the Elevator.



36 Go all the way down and use Super Bombs to destroy the rocks on the floor, then dash from the right to the left up the ramp and jump. You'll soar through the air and reach the room with the Grappling Beam (L).

37 Use the Grappling Beam to ride upward and harness the suction on the ceiling, switch with Super Missiles to open the door. If the door won't budge, use the Grappling Beam on the Ripper. To reach the red door inside, you'll get more Power Bombs.

38 Back at Croc's cave, go all the way to the right using multiple Grappling Beam jumps to reach the



Energy Tank. Return to the Save Point at #20. Capabilities on the left from the top of the shaft and use the Grappling Beam to cross the top of the last chamber to reach the Missiles.



passage and return. It's worth the time spent to get 100 Beams, the only way to do the lock shaft to Crateria and save your game in Smash ship.

39 Go into the cave to the right of the drop. Cross the water using the Grappling Beam. Pick up the Missiles. Continue to the Wrecked Ship.

WRECKED SHIP

40 Move downward to the bottom of the first shaft inside the Wrecked Ship—Bombs through the floor

WRECKED SHIP



B, C To Crateria
Pg. 61

D To Crateria
Pg. 61

E To Crateria
Pg. 61

F To Crateria
Pg. 61

A. Morphing Suit / 03:00

B. Missile / 04:00

C. Bomb / 05:00

D. Charger Beam / 06:00

E. Super Missile / 14:00

F. Air-Kamp Boots / 10:00

G. Spazer / 20:00

Defeat WRMID / 25:00

H. Morph Suit / 27:00

I. Speed Booster / 28:00

J. Air Beam / 30:00

K. Power Bomb / 33:00

L. Grappling Beam / 40:00

M. X-Ray Scope / 45:00

N. Wave Drive / 47:00

Defeat Phantoon / 57:00

O. Gravity Suit / 59:00

Defeat Draggoo / 100:00

P. Spazer Jump / 11:00

Q. Plasma Grenade / 16:00

R. Spring Suit / 17:00

S. Screw Attack / 24:00

Defeat Ridley / 26:00

Defeat Mother Brain / 1:13:00

FINAL TIME

1:46:00



Missiles in the darkkeeper's eyes.

41 Defeat Phantoon by shooting Super Missiles. Missiles at the Charge Beam hits eye when it's open or when Phantoon is solid form. Five Super Missiles are all you need, but you'll have to make sure each one hits. You can get more Missiles from the blue shaft with eyes. Attracting Phantoon out of business, the power will return to the Wrecked Ship.

42 Skip to upstairs, get the Super Missiles beyond the grey floor, then go to the Save Point red area. Watch out for Spazer Wives.

43 Go up to the top—use

and shoot a missile through the green door. Open the room to Phantoon with the attract and fire.

44 Go through the left door and use bombs to reach the room in the robot. Knock the robots into the hole, then Super Jump up the chimney at level L. The X-Ray Scope will show an available hole in front of the Rescue Tank so you can jump over it.

45 Go through the spike room, then up the rough blue ceiling and to the left. Cross the water tank room to get the Energy Tank, then return to the right, go down and left to Crateria.

46 Go down into the cave to Morph and bomb a hole upward from the waxy tunnel to keep moving left. Take the elevator with Morph and save the game.

47 Go down and left. In the sandy chamber, go left, then jump up on the small ledges to get over the left wall. Go down and use a Super Missile on the green door. You'll left down a

bar and blast all the crates, then leave to the left. Look for the outside area to descend as the screen shifts when you land downward.

48 Return to the right toward the Wrecked Ship. Use the Grappling Beam to cross over the spikes. Use the Morphing Ball in the Greened blocks. Hit the silver wall to the Gravity Suit (L).

49 Go through the left door and use bombs to reach the room in the robot. Knock the robots into the hole, then Super Jump up the chimney at level L. The X-Ray Scope will show an available hole in front of the Rescue Tank so you can jump over it.

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52 Go down and left. In the sandy chamber, go left, then jump up on the small ledges to get over the left wall. Go down and use a Super Missile on the green door. You'll left down a



long about 100 feet through the black-and-red room.

53 Go down from the breakers, open right and

through the middle to the Mip room.

54 Keep going left until you see a hole that drops into a corridor. To the left is the glass-lamed Lined Super Bomb to blast it open, then Save in the next pit below. Now, climb back up into Morph and jump all the way to the top

Use the Gripping Beam to reach the far right platform and go through the blue door. Go up and to the right to get the Miasma. Then go back and all the way down and through the green door.

Use Super Bomb to Blast Open to the Save Point in the pink room, use the Super Jump to reach the Miasma. Then go to the blue door in the upper left using the Super Jump.

Responsively to the right and use a Super Bomb to clear a pipe. Now you'll have enough space to Dash through the wall to the right and reach



Between the orange and light blue doors using Miasma or the Charge Beam. Use its head, then continue to the right through the blue door.

Use the Energy Tank in the pink back wall by using your Wrenching Ball mechanics. Go right and use the Gripping Beam to climb the wall and cross the passageway to the Save Point. Drop down and go through the green door, then drop through the spike floor. Beat the doorkeeper with three Miasma and light Dragon. Get the Space Jump P1.

Return to the Save Point above. Charge up and save, then go back to #47 and use the Space Jump to reach the Plasma Beam (this is optional). It is a strong weapon, but it will take some time to reach that might be better spent collecting extra Miasma and Energy.



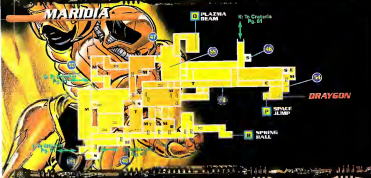
Take a Webber without the Plasma Beam, return to Sora's Ship and use the three grab-on-the-Briar where you get the Morning Bell. Use the Super Bomb to open a passage and use the Super Bomb to go through the left wall. Drop down and to the right, back to Number 10.

Use the Save Point at #39. Go right and Super Dash through the stairs. Go up through the bubble and using bombs, then head to the top of the chamber and to the right.

Use the Gripping Beam and Space Jump to cross over to the red door, (which is which you'll find the Webber PC.) (This has a caveat, as well.)

Go back to #21 by heading left and down. When you reach an area with a lot of platforms

MARIDIA



Jump like

Save in and use Space Jump up and left. Save your progress before taking the elevator down. Make sure you have plenty of energy. Go left from the elevator to save and use the Space Jump to cross over the lava pool.

Use a Super Bomb against the far left wall towards the Chozo, who will dash the like so you can go down to meet the Golden Torso.

Fight the Golden Torso using Super Miasma and Miasma or the Charge Beam. Use the Space

Jump to skip Sora in the air above. Dr. Tetra's shots. Although the Tetra won't boss you and to defeat it to get the Screw Attack, and it is tough. Aim for its tail or its body just to aim it throws a weapon. Oh, you say you can't afford to go into a baby, but for the fight, you can pick up the Miasma above this chamber if you want.



Get the Screw Attack (L4) and charge up your Energy Tank at the Charge Unit.

Go up and to the right, break the ceiling and continue to the right. Go through the door and climb up to the Save Point.

At the bottom of the shaft, set bombs on

the right wall, then move to the right. Go to the left when going through the green door. Get off a Super Bomb and go down to the bottom.

Use the Screw Attack on the room with the Wrenching Beam. Instead, if an object there with Miasma.

Hit it into the top. Then it's using Super Miasma, Miasma, or the Charge Beam. Shoot at a 45-degree angle, preferably with Super



Miasma if the wrong boss grabs you, rapidly gain back and forth on the controller while pointing away but can look for the tail to indicate an attack. You can get an

Energy Tank in the right wall of the room below

- Riley's chest after your glances return.
- 90 Go up to the room with the slide lift, in the right wall. Blast your way into the next chamber. Use the X-Ray Scope to catch the Energy Tank in its slower jumps without landing on the spikes.
 - 91 Go up to the very top of this room and walk through the left wall. This leads to a room with X-Ray.
 - 92 Continue left and up and work your way back to the ship's entrance.
 - 93 The Golden Statue of bosses doesn't block the path to Taurin any longer now if you've defeated all of the boss enemies. Take the elevator down to Taurin.

TOURIAN

- 70 Head down and to the right to save your progress. Taurin awaits at the right's end, but you'll run into enemies, making Metriack.
- 71 Freeze the Metriacs and blow them up with



your Energy Tanks and Missiles. If you stay under three hours without going free at this point, you can spend some time back in the earlier rooms gathering as many Missiles, Bombs, Super Missiles and Energy Tanks as you can if you grabbed the X-Ray Scope earlier; it will come a handy look at the map to find Missiles and Energy Tanks that you may have missed. When you're all set, start your press. You're about to face the most of all bosses.

- 94 Go down to the bottom, blast through the

Mission. You can get a lot of extra Missiles and Energy Tanks from the room.

- 95 This is your final great Save Point. Missiles, you have virtually

released all at once. If you stay under three hours without going free at this point, you can spend some time back in the earlier rooms gathering as many Missiles, Bombs, Super Missiles and Energy Tanks as you can if you grabbed the X-Ray Scope earlier; it will come a handy look at the map to find Missiles and Energy Tanks that you may have missed. When you're all set, start your press. You're about to face the most of all bosses.

- 94 Go down to the bottom, blast through the

Zebetia and that's it. The Mother Brain is now done. At last, the Mother Brain looks so old, old in the final Metroid game for the NES. You defeat it with some long, cut-throat Missiles. But then, she has a surprise for you. She transforms into a walking, flying, breathing horror. In this second form, attack the head (or head) with Missiles. You fight for once that are not safe, so having your most energy is essential.

- 96 Escape to the surface once the Mother Brain is defeated. You have a major time pressure to get back to the surface and plant it. Three hours, one additional hour at the point, so just run and shoot on the closing doors. The Space Pea has shield will slow you down if you stay a bit at



in the next area, you'll be closed up a series of panels by raising each lamp carefully by looking to the space left next. When you reach the top, you'll just have to make two or three jumps to reach the top of the shaft. You can jump containing platforms to spend up your ascent. At the surface, the planet begins to self-destruct. You should head to the right to your ship. Jump on top and please show on the console to enter. Tell off a mother he. You did it. Since you made the entire journey in under three hours, you'll get the best ending—Sigma. Arnie reveals her true identity by taking off the bulky armor and taking in a final

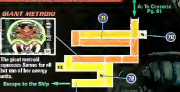
TOURIAN

GIANT METROID



The giant neutral spaceborn Sarcos for all but top of her energy units.

Escape to the Ship



MOTHER BRAIN

BLAST THE BOSS

Here are the basics on beating the Metroid bosses. Serve prior to attacking them.



TIGHZO

CHALTEERA



The first boss encounter won't last long. It comes to life automatically after you take the bombs. The sooner he throws certain energy and Missiles. If you don't run away, Sarcos the Turbo is the face which you blaster or anywhere with Missiles.



KRAID

BROUWERS



Kraid begins by doing out of the floor of spikes. Only a hole into his open mouth will be effective. Three Super Missiles will do the trick. Then, shoot Kraid to the hole to open his mouth. Sit at the spikes he needs to collect energy and Missiles.



PHANTOON

WINDLER SHIP



Phantoon likes to drop, since the most painless, but you can shoot them to not Missiles and energy. Blast Phantoon when it is not or when it is in space. The Super Missiles, Missiles or the Cherry Bomb to be effective.



DRAYGON

MORNING



Once you enter the chamber, blast the low wall corners so that they're spreading. Use the Draygon's flame when Draygon grabs you. Shooting it into one of the spark trap corners will. The cannot will zap Draygon in less than a minute.



MOTHER BRAIN

TELEVISION



Mother Brain waits behind a shield of glass and a barricade of Zebetia. Missiles are the key. Run in a series and can to blast her the substance. Use the block up, coolant and Mother Brain's enclosure.



TRANSFORMED

TOURIAN



There's more to the Mother Brain than a brain. After you kick her off, she transforms into a moving menace. Use the power to take some damage while attacking her head with Super Missiles and Missiles. Shoot at a 45-degree angle to keep your distance.

MAPS TO MAYHEM

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Doom's 22 Diabolical Designs

With Midway's Doom 64 looming large in this month's eight-page review, we thought it only fitting to reflect on its precursor, Super NES Doom, in this same issue. This is more than a quick look back at the classic—we're presenting a complete set of maps! And just to

prove that Nintendo Power always brings you the most complete information anywhere, we've even included full layouts of all the secret levels. With these maps in hand, you'll actually have a fighting chance at felling off Doom's demonic hordes.

Area 1: Knee-Deep in the Dead

Knee-Deep in the Dead is the subject program around for would-be warriors. While its mazes offer plenty of devilish dangers and some nice fire fights, their routes were designed to be fairly linear to the novice navigator.

HANGAR



This first maze is a simple affair, but remember to double back when you've entered the main part. Take the exit. If you make your way back to the hallway that leads to the zigzag room, an elevator will open in this area on the far left side of the map.

NUCLEAR PLANT



There are a few special passages in this maze. The most important of which leads to the spinners shown in this level. When you enter the plant, turn against the wall on the right side of the T-junction and start to find the wheel that opens the path to the reactor!

TOXIC REFINERY



The Refinery has two red doors if you want to go to the Military Base, you'll have to find a hole, mine on the lower right side of the map and find the wooden north bridge a bridge near the tower's beginning. Only the tower at exit 0 should block this path.

MILITARY BASE



This maze will surely test your mettle! The enemy will come on your way as in open areas that have little or no protective positions. You can enter the larger chambers in almost any order, but be sure to leave the large area shown on the bottom of the map for last.

COMMAND CONTROL



Command Control is the first place you'll find the Red armor Suits, and you're definitely going to need them in the long tunnels filled with toxic sludge. The map will also come in handy, especially while you're negotiating the maze in the upper right section of the map.

PHOBOS LAB



Most of the Lab's secrets aren't difficult to discover, but there are a few places that tend to hide. When you reach a room that has a ledge just below a toxic pool, shown in the middle of the map on the right side, jump off the ledge and hurt along the floor wall for a hidden door.

COMPUTER STATION



When you enter the room that's just beyond the Computer Station's yellow door, you'll have to act fast to deal with a swarm of spiders lurking overhead. Locate the elevator on the left side of the room, then take the ramps up to the secret hidden position.

PHOBOS ANOMALY



Phobos Anomaly is the first area to feel maze, but you'll find some secret on its power to get out of a maze! There are a couple of traps waiting in the star area on the map, so be sure to lock your arsenal in the chambers on either side of the main corridor.

Area 2: The Shores Of Hell

The stages in Area 2 are more difficult to navigate, and they present new breeds of beasts and force combatants to find new ways to get from one region on a map to another. In fact, getting through the Shores of Hell requires a shift in how play is approached in the game. While most of Area 1 placed an emphasis on picking off enemies rather than puzzling over a reliable way to proceed, Area 2 puts a higher premium on good puzzle-solving and navigational skills. While you wander around these labyrinthine levels, make sure that you check your maps frequently to get a fix on your current location.



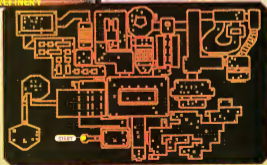
BEINGS ANOMALY

When you enter this maze, don't use the first teleport you come across. Instead, work your way to the end of the hallway, pick up the Blue Key, and use the sniper's nest to take out any enemies below. With enemies gone, you can use that first teleport with less risk. When you eventually reach the room in the upper right position of the map, blast your way up the stairs and push the button. Finally, backtrack to the sniper's nest and use the new teleport to gain a Plasma Gun.



REFINERY

The Refinery is full of toxic sludge, so prepare to take some serious damage unless you can locate the Radiation Suit. While you avoid getting mired in muck, don't forget to find the propeller out door. This level has two exits to choose from, both of which can be found in the lower left section of the floor plan. Be sure to pick the one in the left corner of the map—it leads to the Fortress of Mystery!



HALLS OF THE DAMNED

The Halls' exit is close to its entrance, but unfortunately for those who were hoping for a last way out, it's blocked by a series of blue, red, and yellow doors. You'll need all three keys to open it, so don't bother backtracking to the level's beginning until you have them all in hand. The Red Key is by far the hardest to locate, but if you head to the upper right corner of the map, you're bound to come across it. If it helps, a piece of advice: Going through the yellow door located in the lower left section of the maze will earn you plenty of trouble and very few rewards.



FORTRESS OF MYSTERY

Be sure to skip this level if you don't like surprises: You'll be attacked as soon as you enter this secret maze, but if you can survive the initial onslaught, you'll be able to completely restock your arsenal.



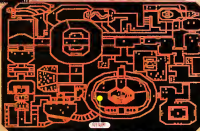
TOWER OF BABEL

When you enter, you'll see a pillar with four buttons, each corresponding with a supply room. Press the buttons to see what's in each room. You can enter only one room, so pick the one with the supplies you need.



BEIMOS LAB

The Lab is one enormous maze with lots of pathways to explore. But the fun of finding your way around can turn into frustration if you end up hunting fruitlessly for the door to the next level! In case you're getting discouraged, here are a few tips for finding the exit. First, make your way to the round room with the ring around it (shown near the bottom of the map). Once inside the room, locate the teleport that will take you to the area shown on the upper left side of the maze. Next, jump into the pool of sludge and press the button located to the left. Back into the teleport just behind you, then use the same teleport again when you're back in the round room. Believe it or not, the next level will be within your reach!



Area 3: Inferno

While the Inferno's maps look more simple than many of the previous ones, their potential for serious harm is actually a lot higher. Expect to see larger numbers of the most dangerous enemies, support areas where little protection is offered, and exit doors that seem so closed but are actually so far away. The first map (top) is *Nether's Blast in Hell's element*.

HELL KEEP

As you can see from the map, Hell Keep is a small stage. The only trick is to cross the bridge (shown on the mid-right side of the map) before it has a chance to collapse. You'll have to run across it at top speed—a feat that's easier said than done—but you shouldn't despair if you fall. Just use the pathway that goes around the edge of the area to get back on safer ground.



PANDEMONIUM

We don't want to spoil all the fun of finding the BFG, but here are a couple of pointers: You can either access this powerful weapon by heading up the right-hand staircase in the central chamber or by searching the paths skimming off the horizontal hallway that's shown in the lower half of the map.



SLOUGH OF DESPAIR

If you look at this level as a big globe, you'll be spending most of your time defeating enemies in the Tropics. Look for arenas and weapons around the globe's poles.



HOUSE OF PAIN

The House of Pain's combination of tight hallways and open areas will give you feelings of both claustrophobia and claustrophobia. And because almost every area is infested with enemies, this is definitely one of those levels that calls for poking around corners and doorways before you go barreling into battle. While you may want to rush through the House in search of the cod (which is located in the lower left corner of the map), you should just take your time and have plenty of patience or it will be you who feels the pain!



MT. EREBUS

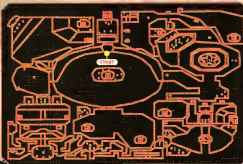
Being one large, open area with only a minimal number of buildings, Mt. Erebus is one of Doom's most unusual levels. If you want to go to the Cuts, you must first find the Blue Key in the triangular area on the bottom of the map, then locate the small passage on the right side of the map. But if you want to reach Wharves, focus your attention on the rectangular room in the center.

WARRENS

Like Hell Keep, Vicarious is a wide open space, but this space is jam-packed with some of the toughest enemies in the game. Enter with plenty of ammo, take a quick step back as soon as you step in, then blast away.

**GATE TO LIMBO**

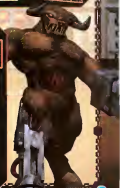
With its large system of teleporters and its mind-boggling lava maze, the Gate is arguably the most complex level in the game. Because it's so complicated, we recommend that you study the map well and pay very close attention to where each teleport takes you.

**DIS**

This is Doom's final maze, but before deciding yourself if the victor, you'll have to defeat the game's toughest boss: Try firing on the evil tendrils while carefully working your way around the edge of the arena.



START



Game Boy pocket

now found in six
tasty colors

Game Boy made big news by getting small last fall. Now slim, trim Game Boy pocket has players salivating over its new selection of colors. Cherry red. Lemon yellow. Lime green. The hot colors and sharper screen are designed to make portable play even brighter. And portability is the name of the game. Pocket weighs less than five ounces—small enough to fit in the palm of your hand, powerful enough to play every Game Boy Pak ever produced. But when you take Game Boy pocket with you, you'll have to be careful. You don't want to lose a green pocket in the grass. Leave a yellow one by the bananas. Or drop a clear one in the pool.



contest.

HIDE and SEEK



ready or not...



find the Game Boy pockets!



Game Boy pockets are small. Very small. They can camouflage themselves to hide from predators. You know, those game bandits who won't leave them alone. This month, they're hiding in the pages of Nintendo Power. Lots of them, but we're not going to tell you how many. You'll have to scour every page to snatch them out. And be forewarned: They can be very, very sneaky. They can be very boy. Or only partially visible. And they're just as likely to creep onto N64 or Super NES pages as they are to show up in Game Boy reviews. Try to find all of them, then enter for a chance to win a Game Boy pocket in the color of your choice.





here's how to enter

Count the Game Boy pockets hidden throughout this issue. Send your tally, along with your name and address, to the address shown below by May 31, 1997.

25 winners!

Nintendo Power
 Hide 'n' Seek Contest
 P.O. Box 97085
 Redmond, WA 98073-9785

We'll draw 25 winners from among all entries with the correct tally. We'll print the correct number—and disclose the hiding places—in June's Player's Pulse!

Don't forget to count the Game Boy pockets shown on this page, but remember that the goal of this game will be harder to find. Now get to it—you don't have to count to 10 before you start seeking!



OFFICIAL CONTEST RULES

Magazines necessary to enter; prize your name, address, telephone number and the number of Game Boy pockets you find hidden in this issue on pages 68-71 of page 68 in the address above. One entry per person please. All entries must be postmarked later than May 31, 1997. We are not responsible for illegible or incomplete entries or for lost or misdirected mail. On or about May 6, 1997, winners will be randomly drawn from among all entries showing the correct number of Game Boy pockets hidden in this issue. Prizes, which consist of three of Game Boy, the Game Boy, or other Nintendo or its system of related products or premiums on behalf of Nintendo Power, magazine and Nintendo of America, Inc. (NIA) without further compensation. Prizes are limited to one per household. Chance of winning are proportional to the total number of entries received. No substitution of prizes is permitted, although prizes will be awarded. In some cases, if entries send your request to the address above after May 31, 1997.

Prize: Twenty-five winners will each receive one Game Boy Pocket in the color of their/her choice. Estimated total value of prizes: \$21,000. Game consoles are new. Available in the U.S. and Canada (excluding Quebec). Void where prohibited by law. Not open to employees of NIA, its affiliates, agencies or their immediate families. This contest is subject to all federal, state, provincial, local laws and regulations. Contest sponsored by Nintendo of America, Inc.



KIRBY'S STAR STACKER™

Kirby's back in a stellar new puzzler for Game Boy. How does it stack up? After playing for hours, Power editors agree! It's easy to pick up—but impossible to put down!



A PERFECT PUZZLE!

Puzzle Pak has always been some of the top offerings for Game Boy, and Kirby's Star Stacker is one of the best of the bunch. In the terrific tradition of games like Tetris, this puzzler features pairs of falling objects or animal friends that you must manipulate and move around the screen in an attempt to clear away as many stars as you can. But simply, the stars will only disappear after they've been sandwiched between two identical animal blocks.



As the game progresses, whole new rows of blocks periodically appear at the bottom of the screen, and, of course, those falling pairs of objects start falling faster and faster. While Kirby's Star

Stacker may sound similar to some other puzzlers, we're certain that once you've gotten your hands on it, you'll find that it has so much variety and so many twists that you won't want to let go. In this Pak, Kirby stacks up three challenging, one-player variations, and with a Game Link, you can go head-to-head with a friend! So whether you're a Kirby's fan or just a real puzzle fanatic, grab your Game Boy and start stacking!



THE PICK OF THE PAK



You can choose from four games in Kirby's Star Stacker, all of them centered around clearing stacks of stars from the screen by using falling blocks. While the different modes share a similar style of play, they all have unique objectives and, as an added bonus, completely separate skill-level settings. All four games are a blast, but the competition really heats up in the Vs. mode, with two players vying to see who can be the first fill up the other's screen with critters!

ROUND CLEAR

In this mode, you must clear a certain number of stars before you can progress to a new round of play. You have to complete a series of rounds to finish each skill level, and the harder you set the game, the faster the pairs of blocks will fall. When you finish on Super Hard, try the aptly named Insane setting!



If you want to win at the harder levels of Round Clear, your best bet is to keep an open line, two-screen wide, above the center of the screen. If you just let the blocks fall willy nilly, you'll quickly run out of room.

TIME ATTACK

Test yourself in Time Attack to see how many stars you can clear in just three minutes. While it's a good idea to start on an easy skill level, if you're looking to clear a lot of stars, you're going to have to set the game on a harder setting. The higher skill levels start you off with lots of stars and friend blocks on the screen, which sets up the opportunity for cool chain reactions.



Vs

The Vs. mode pits two players against each other as they race to clear stars from their own screens and add them to their opponent's stacks. Every time a player clears stars, a new row of blocks appears at the bottom of his or her opponent's screen. When one player's stack reaches the top of the screen, the game is over. The action quickly becomes fast and furious, so the player with the fastest reflexes, the cleverest strategies, and most luck will win!



After a winner is declared in the Vs. game, the winning player will be rewarded with a screen image showing his or her own conquering character in a moment of glory. As the sweet sound of success

CHALLENGE

The Challenge mode allows you to play a variety of skill levels without any time restraints or the goal of clearing a specific number of stars. If you start on the Normal setting, the game will begin slowly and eventually progress to harder levels of play. If you'd rather jump right into the thick of things, use the Very Hard setting to start with faster falling blocks.



Challenge mode lets you try out strategies that are useful for getting high scores in all the other modes. While playing on the harder settings is tough at first, it's a great way to practice!





START STACKIN'



You'll need to have basic skills to be competitive in any of the modes, but you'll have to develop some killer strategies if you want to become a star stacker. If you need additional instruction, be sure to try the Rules option in the game. It's a great primer.



FRIEND BLOCKS

You can flip the pairs of falling blocks into vertical and horizontal positions by pressing the A, B, or Y Button and move them back and forth across the screen by pressing Left or Right on the Control Pad. You can clear stars only by sandwiching them between two identical animal friends.



If the pair shown above keeps on this course, no stars will be cleared. The pair to the left will clear a whole line!



CHAIN REACTIONS

To clear loads of stars, and in turn, rack up tons of points, try creating a chain reaction! While there are many ways to make chain reactions occur, they often happen when a falling Friend Block clears a star and causes a shift in the stacks that leads to more stars and Friend Blocks being cleared from the screen.



These shots show a cool chain reaction. In all, the falling hammer, Rick, clears one star and five other Friend Blocks.

DEE DEE'S FIST

Dee Dee, the character on the right side of the screen, tries to make your game tougher by adding new lines to the bottom of the stacks. The additional row can send you over the top if your stacks are high. Try to keep the center rows clear. When you see Dee Dee's shaking fist instead of his face, you'll know that a new row is about to be added.



If your stacks are getting really high, you'd better keep clearing the center rows so that they can occupy precious falling slots. If you don't, the new lines Dee Dee pounds down will just make matters worse!





STELLAR STRATEGIES



While you're bound to discover that there are lots of ways to earn high scores in Kirby's Star Stacker, you definitely won't rack up many stars without some very sound strategies. As is true in any great puzzle game, the best moves are always made by thinking ahead.

SCORES OF STARS

Your score goes up with every star you clear, so try to make the falling Friend Blocks count. Position the falling pairs so that they can clear as much of the screen as possible as they land.

Keep a close eye on the box in the upper right so you'll know what pair is going to fall next.



Put the hamster could be placed on the right side of the stack to clear a couple of blocks, but placing her on the even yields a lot more points. In fact, the chain reaction it causes clears about half of the screen.



HOLD FOR THE HAND

Pay close attention to the line that's created when Des Dee slams his fist down. Sometimes the new line sets up new plays, so watch for possibilities in the upper picture on the right, the bottom line created by Des Dee ends up scoring some points for the player. The next line, however, doesn't seem to help at all—at least not yet.



START SLOWLY

If you're having a really tough time getting high scores on the harder skill levels, you may find it useful to change the game to an easier setting. All the best puzzle games require practice before you can become a proficient player, and Kirby's Star Stacker is certainly no exception to the rule! Be patient and start out slow. When you've built up your skills and perfected the many strategies for stacking stars, try your hand at a harder setting.



BEAT YOUR BEST



As a real bonus for players who like to set goals for themselves, Kirby's Star Stacker gives you your best three scores on both Challenge and Time Attack. The Records screen also shows the difficulty levels you had the game set on when you achieved your high scores. This is a particularly nice feature for staging challenges, trying to improve your play, or just showing off to your friends!

GOODJOB!	
CHALLENGE	TIME ATTACK
NO.1 1008	NO.1 71
NO.2 772	NO.2 59
NO.3 716	NO.3 50



GAME & WATCH

GALLERY

Game & Watch portable games were a big hit for Nintendo in the early '80s. Now four Game & Watch classics are back on one Game Boy pak, along with new, updated versions!

Classic

Fire was one of the first Game & Watch titles, finding its way into many a back pocket and lunchbox. The object is to use a net to save people jumping out of a burning building. The catch is that they bounce! Juggle them into a waiting ambulance, while keeping an eye out for the red jumper.



You'll have to catch the jumpers three times before they'll bounce into the ambulance.



FIRE

Modern

Like the other Game & Watch updates, the new Fire game features such well-known Nintendo luminaries as Mario and Luigi, who are apparently moonlighting as firefighters. Toad and Donkey Kong will bounce at different speeds, putting a slightly different spin on your rescue technique.



Firing eggs will break open to reveal items. Let Bobombs fall, but save Super Stars to grab the most.



Classic

Manhole was similar to five, but it added a second level of play to two players happening. You must place a manhole cover under gaps in the platforms to keep the runners from falling. Use the Control Pad to move your character back and forth and press A to move diagonally. Once again, if you rack up three misses, the party's over.



This game's hitmanly pace will soon turn quite frantic. The diagonal move is essential to solving off-diagonal.



Once your game starts, you'll receive a hint that might help you get a better score the next time around. All the Game & Watch games love this handy feature.



You don't have to wait for the runner to cross, the stop and step on the next platform before you drop to the next area. Once the runner touches the cover and the game begins you can move or wait he won't fall into the pit.

MANHOLE

Modern

Simple and fun—that was the successful Game and Watch formula in the '80s. It's all a good combination today, but that doesn't mean you can't improve on things. This new Manhole with Yoshi is a case in point!



Use Yoshi's nose and tongue to keep our separate manhole covers in place. Unlike the original game, you can catch Toad or Donkey Kong as they fall, giving you a bit more leeway. The game will also slow down and speed up periodically.



If you're not supporting a case, a runner can't miss it, but then it will fall. Be ready to pick it up before the next runner comes!



Classic

Oil Panic was one of the most challenging Game & Watch titles, and it's still a good ride today. You must catch leaking oil in your bucket and then dump the oil into a barrel carried by your computer-controlled assistant. Missing a drop or dumping oil on a customer will count as a spill. You're allowed up to two spills of each type. Any more than that, and your service station will close!



The drops often take longer to fall than you think. Compare the timing of the drops to the steps of your assistant to know when to move.

Classic Style

Sporting stylish flip-top cases, the Game & Watch units combined sophisticated looks with fun colors, much like the Game Boy and Game Boy Pocket do today. At about the size of an N64 Game Pak when closed, G&Ws were portable high-tech back in 1985. Powered by one coin, you could fit a powerful computer into the same case!



OIL PANIC

Modern

This time it's not tricky plumbing, but Mario's perennial nemesis Bowser that's making such a sticky mess of things by dumping oil on the roof. Luckily for our hero Yoshi is on hand below to slurp up the greasy messes. You'll have two containers for catching oil, one in each hand, so you'll often be able to catch and dump at the same time. The trick will be gauging the drops to Yoshi's movements and deciding when to catch and which container to use.



Your containers will hold these drops each. Try to fill them up evenly as you go. If a Question Mark Block appears, feed Yoshi some oil when he's standing right next to it. He'll bring the block on the block and expose a heart, which will erase one spill.



Classic

The object of Octopus is to dive off your dinghy and swim to the red ring, to retrieve facts of gleaming pirate treasure. This is easier said than done, however. With its long tentacles and less-than-sunny disposition, the octopus is quite capable of defending his hoard, and it will take all of your cunning to get past his guard. There is a safe spot, but you'll still have to proceed cautiously.



OCTOPUS

Modern

Mario has proven his diving skills in past games, but that doesn't seem to have made it to his eighth-level imagination. This new and improved octopus can extend three of his tentacles at different angles, giving him a much wider sphere of influence. Even so, you should be able to find relatively safe spots as you go. Be warned: if you wait too long in the boat, you'll eventually jump out automatically, right into the path of a tentacle!



Classic Fun

Game & Watch has sold the tentacles and confirmed its popularity by the more sophisticated birds and fish with its new, more intellectual. Some even featured popular Nintendo characters, like Link from the Z-Mat series. Nintendo no longer distributes GameWatches in the U.S., but other companies continue to produce similar single-game units.



If the octopus grabs you, you'll lose one life. If you reach enough points, however, you may fly by and drop a Heart. Collect the heart to recover one life.



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PLAYERS

POLL

COURTESY

RUN WITH RAPTORS

POWER-UP TIROK!
GIVE THE HUNTER A
FIGHTING CHANCE!

AKkaim

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COUNSELORS'

▶ CORNER



▶ HARVEST MOON



WHY CAN'T I BUY LIVESTOCK?

The clerk at the livestock store won't sell you chickens or cattle unless you have enough grass growing in and around your fields. The amount of hay you have is not measured by the pile stacked in your silo or how much feed you buy at the store. The clerk keeps track of the number of grass squares you have growing around your farm. Remedy your purchase problems by buying and planting more grass seed during the spring, summer or fall.



The clerk behind the counter at the livestock store won't sell you animals that you can't feed.



Plant more grass and store hay you have made the silo until the clerk decides that you have enough feed.



WHY CAN'T I MILK MY COWS?



There are several reasons why your cows might not produce milk. If you've just bought your cow from the store, you won't be able to milk her for at least 21 days, and only then if you take care of her every day. You

must feed, brush and talk to your cows once a day. The happier your cow is, the more milk she'll produce. If you're worried about time, don't sweat it—time stops whenever you step inside the cattle shed. You'll also need to keep your

cattle out of the rain and away from the moles in your field. One final tip: you need the milking machine before you can milk your cows. Look for the device on sale at your local General Store for a whopping 1800G.



It takes 21 days of brushing and feeding your store-bought cow before she produces milk.



If you brush and talk to your cow every day, she'll gradually produce larger quantities of milk.



Don't forget to buy the milking machine for your cows. You'll find it for sale at the General Store.



▶ DKC 3: DIRTY KONG'S DOUBLE TROUBLE



WHERE IS STAMPEDE SPRINT'S 3RD BONUS BARREL?

Stampede Sprint's third Bonus Barrel is one of the toughest to reach in the entire game. To find the barrel, Elie the Elephant must complete the course with Pary the parallel bird flying overhead. The best way to accomplish this task is to remember where the high obstacles are located in the stage and time your jumps accordingly. Your feathered friend will now transform into the Bonus Barrel when you reach the No Parry sign.



The trick to finding Stampede Sprint's third Bonus Barrel is to keep Pary with you through the stage.



If you remember the locations of the high obstacles in the stage, Pary can go the distance.

?

WHERE IS THE DK COIN IN RIPSAW RANGE?

?

Since the Ripsaw is chasing you throughout the entire stage, it's easy to miss the important details near the end of the level. Directly below the

letter G is an invisible Auto-fire Barrel. If you jump for it, you'll blast upward into an Invincibility Barrel. The Invincibility Barrel takes the bite out of the saw

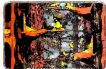
blade. Ride the saw to the top of the level where you'll find Koin and a Steel Barrel. Stand above Koin and toss the barrel to the left to claim your prize.



If you time your leaping right, you can spring for the invisible Auto-fire Barrel beneath the letter G.



The Auto-fire Barrel shoots you up into an Invincibility Barrel. The ripsaw can't hurt you now!



At the top of the stage you'll find Koin and a Steel Barrel. Bunk Koin and grab your DK Coin.

?

WHERE IS THE 3RD BONUS BARREL IN SWOOPY SALVO?

?

The Bonus Barrel most players miss in Swoopy Salvo is located in the left tree trunk directly across from the No Squawks sign. Instead of egging the Green

Zinger and entering the right tree trunk, fly up the right side of the left trunk until you see Swoopys diving out of a hole. Avoid the Swoopys and fly inside the left tree trunk.

There you'll see two Red Zingers flying around in a tight circle. The bees are protecting an invisible Bonus Barrel. Duck the bees and make for the barrel.



Don't egg this pathetic Green Zinger. Hold your fire and fly up the right side of the left tree trunk.



Go against the Swoopy flow and fly into this hole. Inside you'll find two Red Zingers waiting for you.



These evil Red Zingers are protecting an invisible Bonus Barrel. Dive between the bees to find it.



▶ SUPER MARIO 64



HOW DO I REACH THE TOP OF WET-DRY WORLD?

The only way to reach the Pink Bob-omb at the top of Wet-Dry World is to flood the entire level to the highest water level. This is a time-consuming task unless you know the trick. If you jump into the highest part of the painting leading to Wet-Dry World, the stage will automatically flood. The best way to jump in high is to execute a Backwards Somersault or a Triple Jump as you leap into the painting.



Reaching the Pink Bob-omb at the top of Wet-Dry World can take time, but there's a quick trick.



Jump into the highest part of the Wet-Dry World painting and you'll flood the entire stage.

?

HOW DO I GET THE SIXTH STAR IN TICK TOCK CLOCK?

?

The transparent star you find near the entrance of Tick Tock Clock is the sixth star in the stage. You'll have to find all eight Red Coins to catch this star.

Jump inside the clock at the top of the hour, or when the big hand points to twelve. If you jump in at that exact moment, the clock gears will freeze. It's

easier to get all the Red Coins when the clock is stopped. After you collect the eight Red Coins, the Star will solidify and float up near the highest part of the clock.



If you want this star, you'll have to find all eight Red Coins (going clockwise) in Tick Tock Clock.



To freeze the rotating gears inside the clock, jump into the face when the big hands at the top.



It's easiest to collect all eight Red Coins when the clock is stopped and all the gears are frozen.

?

HOW DO I GET THE STAR INSIDE THE SNOWMAN'S IGLOO?

?

You'll need the Vanish Cap to reach the Star inside the igloo. You'll find the Vanish Cap in the solid Blue Exclamation Block. If the Blue Block is a

blue vapor square, you'll need to retrace your steps and finish the Vanish Cap Course inside the moat. To reach the Blue Exclamation Block inside the igloo, es-

cute a Double Jump over the low ice wall. Once you have the Vanish Cap, you can run through the rest of the ice wall inside the igloo and easily reach the star.



This star is frozen in a solid block of ice inside the igloo. You'll need the Vanish cap to reach it.



Hit the Blue Exclamation Block to activate the Vanish Cap. Now run over and get your star.



If you can't throw the Vanish Cap, return to the Go to Moat and complete the Vanish Cap Course.



CUTTHROAT ISLAND



WHEN CAN I EXECUTE A BONUS MOVE?

When you finish Stages One, Three, Five and Eleven, you'll learn a Bonus Move. After you learn a Bonus Move, you must have a full Aggression Meter, to execute it. If you lose your life or 25% of your health, the Aggression Meter will reset to zero. To rebuild your Aggression, disengage from the battle or back away from your enemy until the meter is fully restored.



You'll learn useful new Bonus Moves when you complete Stages One, Three, Five and Eleven.



Bonus Moves can be used when your Aggression Meter is full. Avoid damage until the meter is full.



HOW DO I DEFEAT GOVERNOR AINSLEE?



Governor Ainslee is waiting for you with his cutlass at the end of the Cove in Stage Eleven. You can defeat him easily if you trap him in the

far left corner. Open your attack with a series of Slide Kicks until he is pushed up against the left corner of the screen. The Slide Kicks will knock

him off balance. Once he's down and trapped, you can hit him with a series of uppercuts or sweeps. Repeat this until he resigns.



Don't let the big Governor out of you (or you). You don't have to see your sword to win the battle.



Use a quick series of Slide Kicks to trap Governor Ainslee in the far left corner.



Once Ainslee is trapped, you can finish him off with a rapid combination of uppercuts and sweeps.



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In Canada Call:
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RT GOLD

- Q: Is Ken Wilk Design/Publish play-up who is Special move?
- A: No. It's only a page up, not a Special move.
- Q: My game doesn't save any fastest combo scores. Why not?
- A: This is one of the features that does not save. These is whenever you turn off the power.

SUPER MARIO RPG

- Q: What do I get for finding all the treasure boxes?
- A: Nothing! But the Treasure Box Monster in Mario's will tell you what you have found.
- Q: What does the Frog Lamp do?
- A: The Frog Lamp restores your HP and PP, just like when you stay at an inn. So hold it and press the A Button.

PIROCCO

- Q: Can I enter any of the doors and windows in the first stage?
- A: No. You can enter only the archways.
- Q: What is the purpose of the pages?
- A: Collect the pages to gain special abilities, such as high jumping or attack spms.

BEAT THE BOSS

Turn the tables on your troublesome tough guys with notes from the Power pros.



Leave a mark on the Milky Way! Marx the Red is the last enemy of the lovable Noko and the final opponent in Kirby Super Star. When you pluck all six stars a certain, you're on your way to get your way through Kirby's Arena game, a fast-paced, tournament fighting game.



Marx the Red is a powerful foe. He has a massive red fire ball attack. This attack is of the "flying" type and can be avoided by dodging. The boss has a lot of health, so you'll need to use your Star Powers to defeat him.



Marx the Red is a very tough foe. He has a massive red fire ball attack. This attack is of the "flying" type and can be avoided by dodging. The boss has a lot of health, so you'll need to use your Star Powers to defeat him.



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THE END



A Hot-Headed Squared Play

There's only one squeeze on you at the exotic, baroque pit. If you stand still too long, he'll tickle your nose with tickling flames. Even if you avoid being burned, he'll smash you flat between two crushing walls. Select a fast character and use the Soul Gem in this final fight.



If you stand in one place too long, you'll get a tickle on your nose. However, this is only a tickle. Even if you avoid being tickled, you'll be crushed between two walls. Use the Soul Gem to defeat him.



Quick to act? Think it is. He'll move faster before you can do it. Think it is. He'll move faster before you can do it. Think it is. He'll move faster before you can do it.



Use your Soul Gem to defeat him. Use your Soul Gem to defeat him. Use your Soul Gem to defeat him. Use your Soul Gem to defeat him.



Use your Soul Gem to defeat him. Use your Soul Gem to defeat him. Use your Soul Gem to defeat him. Use your Soul Gem to defeat him.



END

BOOGERMAN™

THE PICK-UP ADVENTURE

A Pick-Up Flick Trick

The Booger Monster is the final freaky foe in Boogerman's pick-and-flick adventure. This totally gross enemy can be fairly easy to defeat if you remember to switch sides of the room with him every time he charges. If you don't, the consequences will be breathtaking and stomach-turning.



There's a trick: You can only your figure first attack only at the beginning of the battle, then you'll have to flick your way to an inner "D" area before you defeat the Booger Monster.



Depending on the Booger Monster's mood, you'll always seem to reside on the opposite side of the screen on one of the two platforms in the room. These locations are your safe havens.



As the booger Monster begins a gurgling charge with a boogie all his, then you must run and splash for an escape on a platform on the other side of the pool of gross sludge.



When the booger boss, the Booger Monster, breathes fire, jump over the fire's tracks, even if you're standing on top of a platform. This can lead to a Booger in his element.



A Booger Monster can swim when you keep your distance. If you're consistently in position to flick, with a few or problems giving the Booger Monster the upper hand, you'll be out of this place.



MOHAWK™ & HEADPHONE JACK™

Mech-Hero Madness

General Headshot is dancing a funky two-step inside a heavy metal mech robot at the end of the game. If you've scored your enough explosions and have the weak spot, you'll attend a good chance of stripping the gears in Headshot's monstrous mech and sending the General out for spare parts.



Unload all of your magical explosives onto the first one Headshot in his mech. If you've scored all of these, your explosions, you've tipped your chance of sending the battle.



The General's Mech is equipped with three different weapons. You can avoid all three types of barrage by keeping your distance and positioning on the opposite side of the screen.



At the General's Mech is in, the proper time will fly a three separate waves. The first wave has, the second is about at your head, and the third wave will very slow.



Jump the General's Mech over the first wave, then roll into your robot's feet and let the mech's feet in the other way about above your head. Keep doing that until you reach three with you.



If the mech General's Mech rolls, roll into a robot's feet and let his head about. Depending on how many explosions you've destroyed, you'll have to try to avoid 30 times to the end.



ALIEN

The Ultimate Sacrifice

You'll encounter the Queen Alien in Surface Area #10 in the Red-Hot mission. Contrary to what is mentioned in the instruction manual, the Blue Flame Thrower does more damage to the Queen Alien than the Red Flame Thrower does. Just make sure that you conserve your blue fuel before the battle.



To fire through the Queen Alien's chest, you need to shoot through Surface Area #10. Place the Blue Flame Thrower just outside the entrance to Queen Alien's chamber.



In this way you can take advantage you'll encounter a group of sleeping aliens. Use a weapon better than your plasma blaster to dispatch these dreadful beasts before they get to you.



Remember, as you struggle to shoot, the best way to destroy them is to use your plasma blaster. You'll need to aim high and fire away right away. Don't lose!



There's another way to take advantage of the Queen Alien. Use the Blue Flame Thrower to get the job done. Then either use your plasma blaster or your shotgun to finish her off.



It's a good idea to use your plasma blaster to finish off the Queen Alien. Use the shotgun to finish her off. Use the plasma blaster to finish her off.



THE PRINCE OF PERILIA

SHADOW & FLAME

Don't Get Burned by the Flame

Unlike other trials that feature bad bosses at the end of the game, Prince of Perilia II guards his ending with a fairly difficult puzzle. You'll have to defeat a sentry and jump in front of a burning torch to break the spell cast on the sleeping princess.



The guard in the final security hallway guards the Flame and the Flame. After you take out the guard, you'll have to jump across the gap to the sleeping princess.



Now it's your turn to get in front of the Flame. All you have to do is stand on the ledge to make the Flame burn the ball behind you.



After you've taken the guard out, you'll have to jump across the gap. This time don't use your plasma blaster. Use your shotgun to finish the guard off.



When you come on the guard, you'll have to jump across the gap to the Flame. Use the Flame to finish the princess. She will wake up in the game.



IRON MAN X-O MANUWARS IN HEAVY METAL

Root General Krytos

The game's final encounter takes place in General Krytos's spaceship high above the earth. While you can subvert X-O Manuwar, General Krytos has a tough time getting past Ironman's Foundation Kick. If this is your first attempt at beating the game, save your thumbs and go with Ironman.



When you enter General Zoro's airbase to take you (as General Krytos). When you shoot Zoro you'll encounter the deadly red weapons, but Krytos won't let you escape without a fight.



When Krytos shoots at you, jump low and fly toward the ceiling. Shoot down at Krytos before you fall back on the ground. Then your attack as you see I can't miss that.



If the General changes toward you, the Ironman's Foundation Kick to draw the back sword. After he retreats, Krytos will reveal himself as the Ironman's partner.



If you are leaving the ground, you'll automatically to escape from the ship. As you battle forward, you'll see Krytos's spaceship outside you before the victory screen.

CHANGING COURSE: Get your Ironman and X-O Manuwar. The game ends in 1991.



BEAT THE BOSS

INDIANA JONES and the LAST CRUSADE

Choose Wisely

The final soldier in the Airship is tough, especially if you don't have a gun, but you can defeat him if you remember his pattern and time your jumps. After you finish the stage, you'll have to choose the chalice that is the Holy Grail. If you make the wrong choice, your father will perish.



The game's final soldier is the end of the Airship stage can be really tough if you don't have the gun. It takes six bullets or thirty jumps from your starting side to get that hit.



The soldier always attacks a high orbit and then comes and attacks you. Jump the next orbit, then swing right and jump over the line. That's how you see the soldier on the ground.



Don't use your shot to stop the soldier on quickly in your life. After you shoot him, the game will prevent you to a deep canyon where the Holy Grail is located to be captured.



An expert fighter from the Grail is the final challenge. Since the old enemies in every battle, he can jump from the Holy Grail with a jumping and powerful, like a punch.



We need to remember that the chalice you make for a companion. Usually all the enemies in the game are very easy, but there is one that's different. Select the one to beat the boss.



INDIANA JONES
and the
LAST CRUSADE
BEST ADVENTURE!

GAMEPLAY

Your Power Guide To The Latest Releases April 1997

Game Power

Super News

N BLAST CORPS
Nintendo 64 Nintendo

Action
 Destroy & Build
 Pick-Ups
 Vehicles
 Head-Up
 100%

1 Player
 37 Stages
 Console Pak (24 Disks) 100%
 Memory Backup EA

There's a whole lot of shakin' going on in Nintendo's Blast Corps.

Although most people think of the N64 as a machine that maximizes creative fun, it can be used for destructive fun, as well. In Blast Corps, players operate heavy demolition machines in order to save the world from a nuclear nightmare. Piloting 12



machines of destruction through the dozens of areas where a leaking nuclear missile vehicle must pass, players race against time to clear the way of obstacles that could make the machine crash and blow. That would be a

bad thing. The good thing is that you have serious machinery to work with—machines that slam, pulverize, and crumple the foundations of any unfortunate building that gets in the way. Blast Corps also gives players freedom of choice—freedom to choose their own path and to choose which vehicle (from those available) that they will drive. In addition to the stages where you knock over towns, Blast Corps has lots of bonus areas with special vehicles and goals. The development team at Namco also included extensive help for the early stages of the game in the form of pop up messages and hints. Those messages come in handy since the game includes a number of sub-goals, and each vehicle has very different demolition chaotic mechanics. But the real stand-out feature of Blast Corps is the graphics, including dramatic explosions, clouds of dust and smoke laced up by your rampage. Destruction for destruction's sake may be fun for a while, but in the end, players find more satisfaction in mastering the different vehicles and overcoming the inventive obstacles in each stage. Give this game a play and you'll see that it isn't all just smoke and broken mirrors.



- Innovative game play Great graphics Lots of levels.
- The play control for some vehicles is not intuitive.



N DOOM 64
Midway/264 Megabits



Genre	Action
Play Level	1.5
Play Level	2.0
Play Level	2.5
Play Level	3.0

1-Player
32 Levels

Controller Pak (2 extra pages)

Rating: M
ESRB: MATURE

The Doom phenomenon begins anew on the Nintendo 64.

When is a port not a port? In the case of Midway's *Doom 64*, the game is not a port because all the areas are new—new maps, new puzzles, new challenges. The rest of the game is vintage *Doom* with several outstanding exceptions. Exception number one is that the 3-D graphics look more realistic than



anything we've seen so far on the N64, and that's quite an achievement. *Doom 64* also moves faster and smoother than any previous incarnation of *Doom*. The sound is also exceptional, not to mention being an essential part of the game play. The stereo effects can clue you in on the direction of upcoming attacks or opening passages. In other words, you can hear a door open to the left, then move in that direction to find it. The game play remains *Doom* through and through, which may disappoint some players who expected more. But *Doom* fans should rejoice now that they have the best of all possible *Dooms*. In the game, you assume the role of the lone space marine who encounters demons from another dimension. The invaders have taken over an installation on one of the moons of Mars, so help is not likely. It is your job to stop the invasion before it spreads further, but all you have to help you is your mission is your own agility and the scattered weapons and items that you can pick up along the way. It's an all-out load-fest with gore and goo piling up in mounds, which accounts for the Mature rating. But *Doom* defines the entire genre of 3-D shooters in the same way that *Tetris* defines puzzle games. Everything else is compared to it. In the case of *Doom 64*, the competition will be hard-pressed to match the game play experience or the graphics.

- + Realistic, stunning 3-D graphics. Fast. True to the original *Doom* games.
- Enemy invasion too jerky.

IGN'S PICKS 5.0 1M 15

Game Boy KIRBY'S STAR STACKER
Nintendo/2 Megabits



Genre	Puzzle
Play Level	1.5
Play Level	2.0
Play Level	2.5
Play Level	3.0

2-Player
Game Link

Setting locked-up assembly

Rating: EA
ESRB: EVERYONE

More masterful puzzle action from Nintendo.



Kirby's three pals play the central role in this puzzle game from Nintendo. Although the action looks a bit like *Tetris Attack* at a fast glance, the play turns out to be quite different. The best way to clear rows from the window is by sandwiching

star pieces between two pal pieces of the same type. Two *Coos* flanking three stars, for example, will cancel out all five pieces. The sandwich action can take place horizontally or vertically and whole chains earn extra stars that clear even more pieces from the screen. Players can choose from four modes of play including Round Clear, W, Challenge, and Time Attack.



The Rules option teaches you how to play while the Records option keeps track of the best Challenge scores and times for Time Attack. Kirby's animated antics live up the victory screens and the Super Game Boy enhanced border and colors make the game more than suitable for play on the Super NES. If the game seems simple at first, try cranking it up a few notches in difficulty. With four levels of challenge, there's a speed for everybody. There's even a hidden, super insane level of difficulty for masochists. If you can survive more than a few moments on insane, give yourself a medal. This month, Power helps you get started on the road to insanity.

- + Seems simple, but is very challenging and fun. Four great play modes. Battery.
- Kirby is just a figurehead. Higher difficulty levels are truly demoralized.

IGN'S PICKS 5.0 1M 15

Game & Watch Gallery

Nintendo Game Boy



1-Player
Battery/backup memory

1-Player games in one Pak
Good to Game & Watch

Rating
E A

Return of the Game & Watch.

Game & Watch from Nintendo was a series of hand held game units produced in the early to mid 1980s. The series featured LCD screens and games that managed to be both simple and challenging. Now, four of those games have been adapted to Game Boy in Game & Watch Gallery. The games include Oil Panic, Fire, Octopus and Manhole. Don't expect any puzzle elements.

It's just pure reaction and increasing speed. Sometimes that's all you want. Gallery provides a quick escape to simpler times.

- Simple but engaging play. Four games in one Pak. Battery backup/memory.
- Highly repetitive. Not very sophisticated compared to most other Nintendo Game Boy titles.

Pro's Picks

- SP Scott—Sports, Simulations, Adventure
- MS Henry—Fighting, Action, Sports
- GD Dan—Action, Adventure, Puzzles

Formula 1 Pole Position

Nintendo Game Boy



1-4-Player
Puzzlewads

1-4-Player adapter required
Originally released in 1992

Rating
E A

Formula One racing reruns on Game Boy.



Uta Soft's formula one racer for Game Boy is back on the road. What you'll discover is a challenging race with several realistic features. In addition to racing against great drivers such as Andreis and Mansell, you'll find yourself on international tracks with terrain, racing in cars with a variety of famous, brand name equipment. You must qualify to race in the Grand Prix mode, but you can race just for fun or for the best time on any of the 17 tracks. Up to four players can play in the unlikely event that you have four Pole Positions, four Game Boys, and a four-player adapter to link them all.

- Good features and several modes. Puzzlewads.
- Qualifying, even for the first event, requires very fast times (Not a casual racer).

Pro's Picks

If you like the same types of games as our pro players, then check for his or her seal of approval.

- TR Terry—RPGs, Simulations, Puzzles
- TS Paul—Fighting, Sports, Simulations
- LS Leslie—RPGs, Simulations, Adventure

Graphics & Sound

Play Control

Challenge

Screen & Fun

Power Meter

The Power Meter ratings are derived from pro evaluations using a five point scale with five being the highest score possible for a category.

ESRB Ratings

Those Entertainment Software Ratings Board scores reflect appropriate ages for players. To

contact the ESRB regarding the rating system, call 1-800-771-3072.



ARENA

NP'S



CHALLENGE #1

KEN GRIFFEY JR.'S WINNING RUN

Mark "Psycho" Vito's has a funny hitting challenge for Ken Griffey's Winning Run: How many Home Runs can you hit in the Home Run Derby BEFORE you get your first out? Snap a photo of your favorite batter after you earn your first out, then send it in to the arena. Of course, you could head the rules table and keep swinging, but don't sit in a photo with more than one out! The top twenty-five sluggers will strut from the boards with four Super Power Stamps and the respect and admiration of the majors.

CHALLENGE #2

WAVE RACE 64

It's race day, fans, and this month the Wave Race 64 circuit is churning up the speed-wilders of Drake 64. Set your lap count to three on the Options Menu, and fill out your environmental respect abatement. By now everyone knows about the turbo start trick, right? If you're scratching your sunburned head, check out tip #35 of the N64 Power Tips issue in the January Bonus issue. The top twenty-five fastest times glide away with four Super Power Stamps.



CHALLENGE #3

SUPER MARIO 64

You probably know that Tick Tock Clock on the third floor of the Castle is packed full of coins and trouble, but did you ever stop the clock to think about how many coins you could find among the gears and gnomes inside? It might be easier if you could keep the gears from turning. If you can't, gear out how to stop it, check out this month's Count 'em Coins! trick, make like a Mario toad, and pin up the clock to see how many coins you can collect. The top twenty-five coin collectors pocket four Super Power Stamps.



SNACK ATTACK QUIZ

Are you ready for a treat? Match the foiled-up foods with the correct game clue. This quiz is just for fun. Look for the answers in next month's Arena.

- A. Mario dreams about it in his sleep.
- B. Fastest growing crop in Harvest Moon...
- C. The troops at Zinnar Bridge need it.
- D. Hylian witches brew it to make powerful potions.
- E. Yoshi spiritualizes it.
- F. EarthBound's most expensive meal.
- G. Boshi is always willing to race for it.
- H. Nibella gets mad if he eats it.

- ___ Cookies
- ___ Magic Mushroom
- ___ Brain Food Lunch
- ___ Jerky
- ___ Radish
- ___ Green Watermelon
- ___ Lunchin
- ___ Rawool

APRILIS

NP

ARENA
MCMXCVII

YOSHI'S ISLAND

100% score in all six worlds (Volume 17)

Chris Appard	Wichita, KS	0:23:00
Jason Aronoff	Southboro, MI	0:23:00
Ryan Barrett	Middleton, OH	0:23:00
Andrew Beckel	Sheboygan, WI	0:23:00
Danyle Eardrake	Lansing, MI	0:23:00
Harry Beaman	Brookfield, CA	0:23:00
Brian Campbell	Larkdale, TX	0:23:00
John Chase	Belle Grand, WA	0:23:00
Samuel Cooper	Quincy Cdg PQ	0:23:00
Ryan Cunningham	Redmond, WA	0:23:00
Kal Desrocher	Stratford, ON	0:23:00
Hal Dvorak	Beewa, NJ	0:23:00
Ryan Fisher	Darien, PA	0:23:00
Jason Hogan	Las Vegas, NV	0:23:00
Travis Hopper	Bellevue Falls, CA	0:23:00
Justin Hill	Frederick, MD	0:23:00
Chris Hunter	Laguna Hills, CA	0:23:00
Miller Johnson	Milpitas, CA	0:23:00
Josh Krasinski	Highland, OH	0:23:00
Israel Knight	Deer Creek, CO	0:23:00
Robert Laska	Mesa, FL	0:23:00
Tammy Lee	Scottsdale, AZ	0:23:00
Andy Long	Pasadena, TX	0:23:00
Nicholas Marston	Aliso, MI	0:23:00
Eddy Meyer	Lawrenceville, GA	0:23:00
Vincent Nieu	Tule Apts, CA	0:23:00
Brad Patrick	Redondo, CA	0:23:00
Erin Reichelstein	Cincinnati, OH	0:23:00
Sean Robinson	Albany, NY	0:23:00
Billy Bartell	Wynonah, NY	0:23:00
Aaron Schaubel	Laguna, OR	0:23:00
Daniel Sente	Georgetown, VA	0:23:00
Dustin Moore	Manassas, OH	0:23:00
Garrett Smith	Mt. Morris, NE	0:23:00
Kelsey Hainberg	Sandwich Beach, IL	0:23:00
Fred Trevisi	Spartan, NY	0:23:00
Fryza Wispser	Sheboygan, WI	0:23:00
JJ Wheeler	Chardon Beach, OH	0:23:00
Eric Wu	Tracy, MI	0:23:00
Yank Yuen	Laguna Cty, CA	0:23:00

SUPER MARIO 64

Fastest Time on the Yoshi's Secret Slide

Kyle Bradford	Bakersfield, CA	0:22:30
Mike Hightor	Port Townsend, WA	0:22:50
Mike Kendall	Allen Park, MI	0:22:50
Mike Volzner	Great Neck, NY	0:22:50
Philby Woodard	Conover, GA	0:22:50
Geoff Archer	Pompano Beach, FL	0:23:00
Star Ruggie	Allen Park, MI	0:23:00
Mike Strada	Richmond, ON	0:23:00

Write your name, address and Mailing Address on the back of your photo. Challenge in this issue must be received no later than May 10, 2007. The top performers receive Super Power Stamps.

Jeff Dornshen	Fallston, IN	0:23:00
Bradley Hill	Omaha, NE	0:23:00
Mike Isow	Schaumburg, ON	0:23:00
Neil Truman	Grand Rapids, MI	0:23:00
Chip Webster	St. James, MO	0:23:10
Steve Barnes	Bellevue, WA	0:23:20
Steve Orr	West Newbury, PA	0:23:20
Tim Lee	Lakewood, WA	0:23:20
Greg Patrick	Geneva, OH	0:23:20
David Taylor	Salem, OH	0:23:20
Jackson Wood	Waukegan, IL	0:23:30
Paul Collins	New Hope, MN	0:23:30
Kevin Haggard	Highland, CA	0:23:30
Tom Knoll	Texarkana, TX	0:23:30
Chris Boyce	Washburn, MI	0:23:30
Paul Kacher	Saginaw, MI	0:23:40
Travis Parker	Warren, ON	0:23:40

MEGA MAN X3

Completed the Blast Heaven Stage Ext

(Volume 30)

Todd Anderson	Dearborn, MI	0:23:00
Patrick Brady	Bellevue, NE	0:23:00
Janus Casal	Winnipeg, FL	0:23:00
Yagan Chelton	Farmington, NY	0:23:00
Ryan Cloyd	Fort Collins, CO	0:23:00
Christopher Davies	Salem, OH	0:23:00
Adam Gellera	Portland, DE	0:23:00
Mike Henson	Millan Vista, CA	0:23:00
John Hensberger	Atlanta, GA	0:23:00
Steve Isaacson	San Jose, CA	0:23:00
Stephen King III	Spokane, WA	0:23:00
Alex Lamb	Hillsdale, OH	0:23:00
Bill Miller	Columbia, MD	0:23:00
Nathaly Nishwani	Yonkers, NY	0:23:00
Mark Shaw	San Jose, CA	0:23:00
Jason Seligman	St. Albans, VT	0:23:00
Bobby Soltes	St. Joseph, MO	0:23:00
Charles Strickland	Papillion, NE	0:23:00
Dean Stewart	Atlanta, TX	0:23:00
Daniel Steward	Newbury, CA	0:23:00
Michael Strong	Los Angeles, CA	0:23:00
Tang Vu	Westminster, CA	0:23:00
Wayne Wang	San Francisco, CA	0:23:00
Yang Zou	Lubbock, TX	0:23:00

KIRBY'S SUPER STAR DELUXE

Best Times for Grass Pits Mode in Gauntlet Race (Volume 30)

James Friedman	Ana Arban, MI	1:27:00
Michael Clarke	Sepulveda, CA	1:27:43
Joel Work	Wilmet, CT	1:28:28

Include your Super NES or N64 in the photo of your high score. Dim the lights and then take a few photos without a flash if you're taking a photo of a Game Boy game on a flat surface.

Derrick	Indioleth, IL	1:29:43
Brian Schneider	Chicago, IL	1:30:24
Van Milton	Chubb, CO	1:30:34
Alan Monroe	Irwin, CA	1:30:34

Ryan Selke	Remick, MI	2:07:40
Kathie Ross	Marquette, NC	2:08:30

PILOTWINGS 64

Landed the carrier in the ice cave with the Pilot's Glider and lived to take a picture! (Volume 36)

Ryan Acosta	Leeswood, IL	0:23:00
Ryan Fischer	Elgin, IN	0:23:00

SUPER MARIO 64

120 stars in Big Boo's House (Volume 37)

David Azzoli	Brink, IL	0:23:00
Ken Banks	Redmond, CA	0:23:00
Joseph Barwell	Owensboro, MO	0:23:00
Ricky Bogutak	Moline, ON	0:23:00
Bill Brown	Agouagan, IL	0:23:00
Tom D'Alton	Lake Orion, MI	0:23:00
Ben Burnett	West Chester, OH	0:23:00
Andrew Farnes	Seattle, WA	0:23:00
Edric Conroy	Chapel Springs, FL	0:23:00
Michael A. Kony Chang	Orange, CA	0:23:00
Andrew Carpy	Roseville, CA	0:23:00
Ryan Cloyd	Fort Collins, CO	0:23:00
Jonathan Cooney	Bellevue, WA	0:23:00
Steven Dornan	Galena, IL	0:23:00
Ryan Donato	Chattanooga, NC	0:23:00
Steve Fogarty	North Brookfield, MA	0:23:00
Paul Lawrence	St. Antonio, TX	0:23:00
Daniel Llanos	Near Nays, CA	0:23:00
Brian Jonzoni	Red Bank, NJ	0:23:00
Michael Johnson	Wheatfield, TX	0:23:00
James Kim	Aurora, OH	0:23:00
Ryan Kazar	Huntington, NY	0:23:00
Peter Kruger	St. Hubert, PQ	0:23:00
Joseph Lanzetta	Dayton, OH	0:23:00
Ryan Hays	Ann, MI	0:23:00
Jerrell Hughes	Midvale, CA	0:23:00
John Montgomery	West Palm Beach, FL	0:23:00
Adam Palkovics	Newton, NC	0:23:00
John Palkovics	Beckwith, ON	0:23:00
Phillipe Poirier	Mississauga, ON	0:23:00
Adam Say	Gresham, OR	0:23:00
John Scott	Madisonville, KY	0:23:00
Chris Silver	Marion, NJ	0:23:00
Mike and Ian Suberthal	Chattanooga, TN	0:23:00
Chad Thompson	Newtown, WI	0:23:00
Bryan Vandenberg	North Glenside, OH	0:23:00
Helenia Votawak		0:23:00

Address entries to
POWER PLAYERS' ARENA
PO BOX 37333
REDMOND, WA 98073-9333

ENTER THE ARENA

PAK WATCH

THE INSIDE SOURCE ON FUTURE GAMES

If you're looking for April Fools, don't look here. All the news from around the world on N64 development passes through Pak Watch first. No fooling. This month, we take a farther peek at Yoshi's Island 64 and Star Fox 64, and we have a special report on Kemco's Top Gear Rally. As for Super NES players, keep your systems plugged in because Lost Vikings II is on the way.



YOSHI'S ISLAND 64

Last month we had so many shots from Japan on Yoshi's Island and Star Fox 64 that we didn't have space to include the latest shots of Yoshi's Island 64. This month, Yoshi gets top billing. We don't have a lot of news about the game, which is due for release later this year, but the screen does paint a picture of pure Miyamoto and

Tezuka magic. The 3D-D game, as it is being called by Yoshi's director, Takashi Tezuka, features 3-D rendered graphics in a side-scrolling format. The effect will be for a super-enhanced Disney

King Country. The action focuses on Yoshi, once more, and his trusty trails of eggs prove to be the perfect weapon for a world filled with Shygguys, Spiny's and other familiar huddles. Should the cuteness of the imagery make you question the game play, however, ask anyone who forged through the original Yoshi's Island for the Super NES—they'll tell you that the game was no cakewalk. As for the whining baby Mario, no sign of the little tyke has shown up yet, but the developers won't mention whether he makes an appearance or not. If any, let's hope they give him a pacifier to keep him quiet.



STAR FOX 64

Star Fox 64, due for release in North America in late June, will appear in Japan in April, so it is essentially complete in its Japanese form at this time. The most recent version seen at Pax West included four-player action, which is an all-time mode for the Star Fox series. In Battle Mode, up to four players plug in the controllers and choose from the four main characters. (Since they're all friends, you might like to think of it as a training simulation.) The battle takes place in a 3-D area, both on land and in the sky. You begin with other tanks or Arwings, and if you lose the first vehicle, you'll move into the other automatically. The idea is simply to zip about and blast the other players while avoiding being hit yourself. The first player to collect three stars, or bolts, wins the match.

Although you might think that the Arwings would rule this mode, the ground tanks turn out to be fiercely competitive. In addition to their patented rollover dodging move, the tanks can jump up with rocket boosters and fly short distances. Nintendo of America

plans to include the Rumble Pak with Star Fox 64 as a packed-in accessory. (Previously, we referred to this device as the Job Pak.) The Rumble Pak is a device that plugs into the Controller Pak slot and vibrates to enhance the action taking place in the game. You actually feel your ship taking hits or accelerating through space through your Controller Star Fox 64 will be released this June in North America, but Nintendo Power will preview the finished Japanese version of the game next month.



**PAK
WATCH
EXCLUSIVE
FOCUS**

BOSS™
GAME STUDIOS

**TOP GEAR
RALLY LOOKS
LIKE THE BEST RACER
IN THE WORKS FOR
THE N64**

TOP GEAR RALLY

Pak Watch headed north (well, in Boss Game Studios' recently to take a test drive of Top Gear Rally from Kemco. We returned with an appreciation for the work being done at Boss and itching for the completion of Top Gear Rally. This month, Pak Watch introduces the exclusive focus feature—our way of bringing you more in-depth coverage of N64 development and the people on the cutting edge of our industry.

Having visited Boss before, we knew to expect wildlife in the office: The per-capita number of pets, particularly reptiles, inhabiting Boss probably keeps the local insect market in business, and we're not talking computer peripherals here. If we weren't expecting giant spiders like the one that dropped on our heads when we entered the office of Colin Jordan, Boss's VP of Product Development, "you should see some of the reactions I get from people when they happen," joked the affable

Jordan. Like that of many special development companies, the atmosphere in the office is also occupied by Boss in lidd-back and a bit cluttered. Keeping a neat desk is not a priority; pushing for game excellence is. Rob Povey, Boss's Technical Director and driving force behind the Top Gear Rally Project, demands the best from his team and, fortunately for everyone involved, gets it. "I never thought I'd be doing a racing game," Rob told us, "but it's exciting because I love driving." We asked a more about Rob's driving that we won't get into here, but he clearly knows the territory—from the technical side of dealing with a sophisticated computer system such as the N64 to the capricious side of knowing how to make games. "Controls and a sense of speed are vital," he explained. "In Top Gear Rally we're concentrating on a very realistic physics model, so it'll be able to feel the road and give control will change on different road surfaces, such as pavement or snow."

In other reptile-inhabited parts of the Boss office, the emphasis is on the visual reality of the game. Gábor Szostren, Top Gear Rally's lead artist, has a great of realistic, realistic textures for use on the polygonal landscapes. The tracks were designed by Kemco's in-house developers in Japan, then sent to Boss when Brian was in charge of implementing the design.



Although there are just four courses, each with three scenic loops during the game, including races in snow, rain, and water, some of the special effects being developed in Top Gear Rally seems to be for these conditions. WC marvels at the reflections being generated, which become evident in the "rain and gully water" straight or in the "bright sunshine" atmospheric effects generated by a subtle touch: they add a distinct measure of reality that makes surfaces look metallic or glass. Subtle shading is used in the textures on the cars themselves by Gabriel Garcia, Boss's talented painter.



1
100%



Brian S. Cortese
lead artist
Gabriel Garcia
3-D modeler
Brian Fildes
lead programmer





or curved. Gabriel had his hands full reconstructing sides of the cars. One Porsche was so rare that he was able to find only a single photograph of the vehicle by searching through countless books, magazines and the World Wide Web. Eventually, he found a car collector in Colorado who provided a good photograph.

Rally will include five cars and two secret vehicles, which we are under no obligation to reveal. We believe we're both unsuspected in the Japanese version of the game, six of the cars will be completely new. One of the collectible vehicles in Top Gear Rally will be the custom jet choppers that you can make and then race with a



Controller Pak. Players will be able to change not only the colors of panels on the car, but input, as well. There's one logo that Power readers will instantly recognize. And that's just the beginning. You'll also be able to customize the engines, tires, transmission, suspension, Controller setup and degree of steering.

The highlight of the four cars we've got to take Top Gear Rally out for a spin. At this stage, only the desert course can drive, and even so, the play control that Bob Povey had talked about was already evident. You feel totally in control of

the car, and there's a real sense of speed. There were also some pretty interesting bugs, which is typical of games when they are first pieced together. In the case of Rally, we were amazed by seeing cars fly, hover, and drive up along the steel girders of a bridge or straight through a canyon wall. Of course, all of these bugs will be squashed by the time the game is released. For the courses themselves, each zone has a primary terrain theme such as the desert, the mountains, the seashore and the snow, but the terrain varies widely along each road.

We had Gabriel estimate the actual distance of the courses to be between

four and five miles. It will take drivers in the neighborhood of three minutes to complete one lap, and each race consists of three laps. In the one-Player Grand Prix mode, drivers will have a choice of three cars in each of the three stages, each circuit consisting of one race of each of the four tracks.

Subsequent circuit and stage difficulties and more AI for the opposition that Bob promises that there won't be any cheating. The computer AI will

be able to choose cars appearing in the

possibilities and get in front of you. In this game, if you drive well, you'll win. No matter how skilled you are, however, it might be difficult to get ahead and stay ahead with a field of 11 cars competing on narrow, winding tracks. Each course also features several different weather and weather conditions. All in all, Top Gear Rally looks like the best racing in the world. We hope you can't wait to release this one to us.

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**"IN
TOP GEAR
RALLY...YOU'LL BE
ABLE TO FEEL
THE ROAD."
BOB POVEY**



KING OF PRO BASEBALL

Designer's King of Pro Baseball has been released in Japan, and even though it isn't currently scheduled for release in North America, we thought you might like to take a look. Affectionately known as Big Head Baseball here at Nintendo, the game has a ton of arcade-cartoon feel, but



It perhaps the coolest part of King of Pro is the animation. The game switches camera views to show your large-headed players making the play in dramatic close-ups



It delivers serious baseball in 3-D and includes the official teams from Japan's Professional Baseball League. At the plate, you can move your swing zone around to make solid contact on any strike. From the mound, your pitchers had a repertoire of fastballs, curves and other pitches into a strike zone that shows up over the plate. Talk about control. Out in the field, fly balls drop into a white circle that turns red if your defensive player moves within catching range. It's very graphical and intuitive.

while the voice-over enthusiastically calls the action, although in Japanese. The animation really picks up when you screw up. For example, some players turn into ice when they strike out. We've had a lot of fun with this game here at Power, and we hope the game makes it to the West in an English version.



THE LOST VIKINGS II

It's taken a long time, but Interscope's funny, fuzzy Norstemen have returned to grace the Super NES with another puzzling adventure. The Lost Vikings II proves that you don't need 64-bits to have fun if you have creative developers. In the original Lost Vikings, Eric the Swell, Biding the Fierc and Olaf the Stout learned up to bumble their way through some devilishly clever side-scrolling stages. The trick to playing the Vikings is to use each of the character's skills to progress through various puzzles and traps. You can switch from one Viking to another, move them along to where their skills are needed, then move another Viking. In the new adventure, our three hearty heroes are joined by two new companions who add their own skills to the mix. One is Scorch the magic dragon, who would like to see the sun. (Hi, hi.) The other is a werewolf named Fang. With thirty-one stages in five worlds to conquer, not to mention constant jokes, puns and gags, The Lost Vikings II will make you keep your Super NES plugged in for a long time to come. Next month, Power will feature in-depth game play strategies for the video Vikings.



POWER SOURCE SWITCH

After two years of double-duty, Nintendo Power Source is moving exclusively to the World Wide Web and closing down its site on America Online. "It just makes more sense to put everything in one place," said Geoff Rivlin, who heads up Nintendo's on-line presence. Recent improvements in the capabilities of the internet will allow Power Source to continue all of its popular events, hosted chat forums, contests and other interactive activities. It should also speed up the process of putting new materials on the site since only one version has to be made. And in the future, the Web is where innovation will happen first, bringing you more graphics, sound and interactivity. If you're looking for Nintendo Power Source on the Web, head to the following address: WWW.NINTENDO.COM. We'll see you there.



KEMCO EXTREME

Kemco is so happy with the work done by Boss Studios on Top Gear Rally (see the Top Gear Rally special feature on the previous page) that they have signed them up for the next project, an N64 Snowboarding game. Although it's too early to give details about this game, Kemco wants it to reflect the extreme feel of the sport. Oliver Miyashita, Marketing Manager of Kemco here in the United States, told your Pak Patrol that the game could be finished as early as next winter. Talk about living on the edge.

PARADIGM TAKES FLIGHT

In January we reported on Sonic Wings Assault, a unique fighter game in the works at Paradigm Entertainment—the same folk who worked with Mr. Miyamoto on Pilotwings 64. That game is now headed to North America thanks to publisher, Mc O'River, and the North American version is being called AeroFighter Assault. Paradigm's experience with military simulations gives it the knowledge to recreate some of the hottest fighter jets in the world for this game. Players will scream at supersonic speeds in both U.S. and Russian planes, but Paradigm has learned that sims aren't necessarily the same thing as games, so they've taken a page out of Japanese monster movies and added a twist to AeroFighters. The action takes place in the future—a future in which giant monsters menace humankind. Your job as an ace aerofighter is to bomb and strafe the beasts. It may not be original, but the combination of realistic flight sim action with fantastic monsters could be a winner.

MORE GAME BOY CLASSICS

Game Boy games never die, they just become classics and are reissued at special prices. That seems to be the working theory at several publishers, including Interplay, Namco, Sunsoft and Black Pearl. The latest returns include the entire Fun Pak series from Interplay, including Casino Fun Pak and Software Fun Pak. Each Fun Pak game contains several classic games, so you get a lot for your money. Namco's popular Pac-Man and Ms. Pac-Man will return to the stores this spring, as will Black Pearl will rerelease Super Star Wars: Return of the Jedi and Toy Story. At Sunsoft, the word is that Daffy Duck, Looney Tunes, Speedy Gonzalez and Yoo-Hoo will all make return appearances.

FREAK BOY LIVES!

We have heard officially that Freak Boy from Virgin Interactive has taken on a new life. During the on-again, off-again lifetime of this project, Freak Boy has moved from being a sort of action puzzle game to a shooter and now back again to the action puzzle realm. The project leader, Mark Kelly, is very excited about the renewed direction of the game. He explained that the game will feature a unique puzzle system in which your character uses a wide assortment of tools or items on three body zones: head, torso and legs. The success of your strategy, or how you use the tools, will determine whether or not you move on to the next area. The goal in the game is to collect 40 orbs in several very alien worlds. Mark described the nature of each world as being based on some phenomenon, such as light, energy or motion. The nature of these worlds is reflected in the puzzles that you must solve. For instance, in the light world, you might enter an area in which the enemies are attracted to light. If you have the right tool, say a flashlight, you can use it as a decoy to draw the baddies away from where you want to go. Mark promised to give Pak Watch the first exclusive pictures of the revamped Freak Boy as soon as possible. (He also said that the pictures appearing in various publications claiming to be Freak Boy are actually from a very old demo that has little in common with the new game, which just goes to prove that you should never believe anything unless you see it in Pak Watch.) Apparently, Virgin considers Freak Boy to be one of its potentially biggest hits for the end of the year. We hope to take an early look at this enigmatic game sometime in the next few weeks. We'll let you know what we see.

MIDWAY GEARS UP

Midway Home Entertainment continues to be the Dream Team member with the most draws, and the most titles for the N64 currently in the works. The latest games said to be underway at Midway's Atari Games development house

INSIDER
UPDATE

include arcade racing hit San Francisco Rush and 3-D fighter, Mace. Both games will be developed by the same group that put together Wayne Gretzky's 3-D Hockey. Early reports from Midway claim that both games are visually stunning. Work will continue through the summer for an expected release date sometime before the end of the year.

Elsewhere in the Midway fold, work continues on Robotron X and WarGods. We hope to have some new screen shots of both games within the next month, so stay tuned. If all goes smoothly, you could be playing these games sometime over the summer. We have also heard that work probably won't begin on Joust X until Robotron X is finished. Perhaps even bigger news is that Midway plans to make an N64 version of Mortal Kombat: Mythologies—a side-scrolling action game starring Sub-Zero and offering 3-D backgrounds and live areas. A new 3-D fighting game called BioFreaks has been approved at Midway, as well. The concept is that, in a post-apocalyptic world, tribes have created biologically enhanced champions who fight to settle the disputes of the tribes.

N64 FINAL

What else is happening in the world of the N64? Lots. Here's just a taste. Konami has decided to push ahead with a version of League Perfect Soccer for the North American market. In Japan, the highly acclaimed soccer game has shown just how realistic sports video games can be. Konami's U.S. subsidiary has just been waiting for the green light to bring the game across the Pacific. We have further word that Konami will develop a second N64 game for the U.S. and Canada using their in-house development group in Illinois.

Activision's plans for the N64 keep expanding. The most recent titles to be put forth as possible N64 games include Jan Excessive and Magic: The Gathering. Jan Excessive would be based on the NBA Jan Excess, while Magic would be an electronic version of the popular trading card game from Wizards of the Coast. Both games are tentatively scheduled for release in 1998.

At Ocean, in addition to Mission: Impossible and Space Circus, we have heard that a third game may soon be underway in the U.K. We don't have any specs yet on Ultra Chopper, but the group that will design the game has previously created some stunning flight sims.

Finally, from GT Interactive, it seems that Duke Nukem 3-D is back on track. It was considered DOA for a while because of the mature nature of the PC version. The idea now is to make significant changes to the N64 Duke Nukem, changes that should make for a more involving game. Play in the current Duke Nukem game leans heavily to the shooter side of action games. GT Interactive has proposed that the N64 game include a wider scope of activities, making it more of an adventure. It may not be as racy as the PC game, but it should be more fun.



RELEASE FORECAST



CLAY FIGHTER '93 vs
DARK RIFT
OSKE HOKEN 3-D
FIFA SOCCER 94
FREAK BOY
GOLDENEYE 007
HEXEN
LAMBRUCHINI 64
MISSION: IMPOSSIBLE
NORTECH, CRYSTAL DREAM
SPACE CIRCUS
STAR FOX 64
TOP GEAR RALLY
WARDOS
WORLD CHAMPIONSHIP WRESTLING
YOSHI'S ISLAND 64
ZELDA 64

SUMMER '97
SPRING '97
FALL '97
SPRING '97
FALL '97
SUMMER '97
SUMMER '97
SUMMER '97
SUMMER '97
FALL '97
FALL '97
SUMMER '97
SUMMER '97
SUMMER '97
FALL '97
FALL '97
FALL '97



BRUNSWICK'S
WORLD TOURNAMENT OF CHAMPIONS
THE LOST VIKINGS II
TIMON & PUMBA

SUMMER '97
SPRING '97
SUMMER '97



HERCULES
KEN CAFFELY JR. PRESENTS MLB

SPRING '97
SPRING '97



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